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# Game Informer

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Fighting Vipers, Street Fighter Alpha 2

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Part 2

September 1996  
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Nintendo has Mario and Sega has Sonic, but you won't find Crash on either one. Heraldized as Sony's newest mascot, Crash Bandicoot comes to the PlayStation with a mighty big order to fill. Can he do it? Turn to page 8 and find out!

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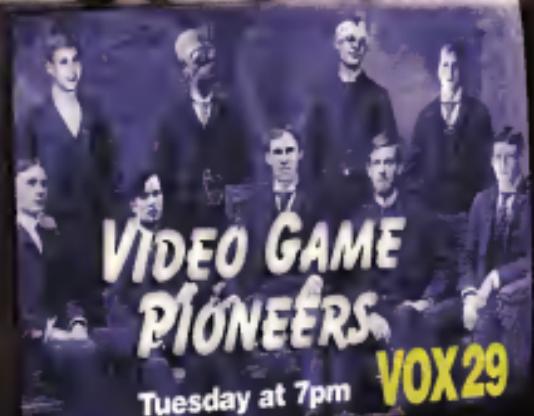
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# Letter from the Editor



## VIDEO GAME PIONEERS

Tuesday at 7pm VOX29

### Won't You Be My Neighbor?

By Paul Anderson

Listen, I've done nothing but play Nintendo 64. It's just that nice. It's a shame that we're not going to see a lot of software for a long time, and if you bought the Sony on the hardware scene, long, well until you see some of the details that they'll put on the software. We may not die of anticipation. Anyways, I'm off to sleep right now to go check out Final Fantasy VII and a bunch of other PlayStation games so make sure you tune in next month. See ya!

Andy  
The Game Hunter

It's just a shame that I play through most of Civilization DvD, and it's completely rockin'. It's a quantum leap over the first one. I'm glad to see the 3D Masters have finally caused it into the offices. John's Bill's eye so much for any team from the MPC Central. I'm still waiting for Sony's answer to their request, but Triple Play is getting plenty of play time. The scores for all of Secret Agent are awesome. Beta's a controller, a large beverage, and prepars for a great gaming session to be. Don't forget to save me a seat!

—Paul

The Game Professor

—Hence this Stock. I'm seriously not it, however, so if you might be wondering what it is, I'm exactly as in Game Informer. Aside from the PC page, I write a lot of the general news pages for reviews and previews. The big ones that don't have focus and names connected to them. At a glance, and random things that other people can have the time or desire to do. For a while I feared that my nickname would be "Macintosh Boy", but supply is a PC Jedi. For a more detailed and obnoxious account of myself you can check out GIG's web page. Hm, I think I'll bring praud for another twenty-five years or so and see if I can get a date with some lappers. Have a good one!

—Eric  
The PC Jedi

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# Game Informer

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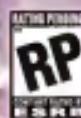
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## Bleeding You Dry!

I am the owner of a *Sega* PlayStation and I just found out something that made me extremely angry: PlayStation don't come with an RF adapter. Why? *Sega* and *SNES* come with one. I think if you spend \$300 on a machine it should come with everything you need to hook it up. I've already spent over \$100 buying *Street Fighter Alpha*, an extra controller and a memory card. Now I have to spend another \$30 on an RF adapter. This is an incredibly stupid. Why do they do this?

Robert Taylor  
Flint, MI

**They do this for a number of reasons. The first is that they want to cut the cost to as little as possible. Adding the additional components would be reflected in the**

price tag. Secondly, many people don't use the RF hookups and they would be equally upset if they paid for something extra and didn't even need it. Lastly, it is a sign of the times. Most of the TVs sold now have the video hookups already built in.

## Who Murdered The 32X?

Last year I was pleased to buy a 32X. However, because of your review I didn't buy the 32X. Instead I bought the *Sega* *Saturn*. I had a lot of fun with that system. If I had a 32X I probably would have beat it to death! So, it might have been already dead when I got it!

Terrina Fiduccia  
Jenks City, NJ

To say the least, the 32X was a very short-lived system. It did sell fairly well for a period of time, but lack of support from *Sega* and third-party developers sent it into oblivion. Everyone knew that the *Saturn* was coming and many consumers lost interest in the 32X as well. Just think, the 32X was once almost the same price as the *Saturn* is now.

## A Backline System, Eh?

I am a proud owner of a *Sega* *Genesis* and I'm a huge *Mortal Kombat* fan. In your July issue it's covered the Electronic Entertainment Expo in LA, and the upcoming release of new games has included "UMF3" and "TWX 37." A few days after I received the issue I went to my local gaming store and asked them about the release dates on both of those games and what I heard wasn't too appealing. They told me the *Genesis* was at the verge of

becoming a backline system, which meant the *Genesis* and all of its games including "UMF3" and "TWX 37" wouldn't be produced by the end of this summer. Even though I have more trust in your predicting, for some reason I can't quite shake off the horrible things they told me. Could you please set it all straight? You're a great mag, please don't let me down. Thanks.

Donna Erolle  
Sterling Heights, MI

We're not sure what was meant by a backline system, but the *Genesis* and *SNES* are not getting as much respect about the introduction of newer systems. Think about how long the *NES* lasted after the *SNES* was introduced. Game developers and publishers are ever focusing on the increasing number of 32-bit games and lower production costs of 32-Bit ROMs.

Regarding your question about *UMF3* and *TWX 37*, both of those games are scheduled to be released this fall. There are still plenty of 16-bit machines, and game publishers know that the *Genesis* owners are craving those titles.

## How Did You Get That Job?

I was wondering how exactly do you become a GI editor, and what age would you have to be?

Erik Galvez  
Austin, MN  
Age: 12

Obviously, having a good knowledge of games is always a plus. More importantly, writing skills are essential to becoming a video game journalist. If you have Internet as a career in writing we suggest keeping those English scores high while playing and reading about games. We might also add that journalists have among the lowest average starting salaries of professions that require a college degree, but it sure does beat working a 9 to 5 work everyday.

Age is open if you've got the writing skills, but the more education you have, the better your chance of getting an interview.

## Grid Mortis Has Returned!

The truth is out there, and I've bitten off a bloody chunk of it! *Thanksgiv* avengers assemble! Okay, here's the *lowdown*: I finally bought a copy of *Resident 2* and it's totally glitched everywhere, including that character endings Menus... I returned it for another and the same thing happened again! AAAAGH! The store owner told me that it was a common problem with his customers and he had no idea what the problem was. *Sega*, I called *PlayStation* and the rep, told me that it was a hardware problem, not the game itself! What? He explained that *Sony* had two or three models out and that *Resident 2* would only work right as the newest one (they has a manufacturing date of at least January 30). And, the "newer" one wouldn't let you get away with that import - open lid trick! Wow! It was also mentioned that newer games are being made specifically for this model because it looks the

older one's FMV few (ever wonder why the *item* is *Alien*



Trilogy  
glitches?...Bingo!

I called *Sega*... "Your PlayStation, sir, is as different from one being made today and there is no second or third model. Blah, blah, blah, probably-unlikely." Funny, I just traded mine in for the Jan. '96 model and boy does *Resident 2* playback fine (the whole thing runs smoother). This would also explain why my friend couldn't play imports on his brand new PS-X (he tried every method). What is going on? Angry? You should be!

Grid Mortis "The Mad Genius"  
Chris Tawney  
Houston, TX

We were aware that *Sony* had made new hardware upgrades to the PlayStation that disabled the "disk swap" technique to play import games. We have learned of a few companies that have made a chip available that when soldered to your PS-X will allow you to play imports without the swap trick, but we are uncertain that this chip will work with the "newer" hardware. Plus, reconfiguring the internal workings of the electronics is not only risky to the proper functioning of your PS-X, it also cancels any warranties offered by the manufacturer.

We located a few game dealers through the Internet that offer this modification, so we would suggest you start there or contact local game shops that deal with import games.

We understand your frustration, but historically game manufacturers have always made it hard for gamers to play import titles. It looks as though history has again repeat itself.

## What's With the Black CD's?

I currently own a *PlayStation* and I think it's the best system out on the market at this point in time. But tell me this - what's that black stuff on the underside of the CD? I heard from a very

reliable source (my best friend) that they put that stuff on as a protective coating to help prevent the CD from scratching. That is true, then why isn't this mysterious black coating on CD's other than the ones for the PS-X, and why do I see scratches on my games?

John Peterson  
Houston, TX

You're right to question your friend's interpretation. No, this isn't a protective coating. It is a manufacturing technique that was implemented by Sony to deter illegal duplicates of PS-X games. Games without the black side are easy to pick out in a crowd and with piracy a common problem within the industry, Sony figures that this will give them a jump on the pirates.

### Caution: Work Zone

First off, your pay rates, so keep up the good job. I recently saw a commercial that Sony is selling for \$100.00. That same day my mother offered me a job over the summer to help her clean houses for \$30.00 an hour! Should I take this job to get Sony or

### Wanted: Envelope Art

Enter the Game Informer Envelope Art Contest. All you need to do is draw, paint, or color on a plain white envelope and you can win one of the great prizes! See below for more details. It's your monthly chance to let us know what you've been working on. So send in your art and we'll take your work in to show off to the world. The grand prize from the Game Informer offices...

Beth Rivers  
Baltimore, MD

The best dressed fighters in vids. Is this Tekken or the cover of GG?

George Hinchik  
Milwaukee, WI

This guy should be in Hollywood.

Corey Hall  
St. Louis, IL

My...what big teeth you have.

K. T. Gotochi & White Sabre

Shauna Clarke  
Mount Vernon, NY

Smells like your deodorant isn't working overtime.

Laura Bow  
Plano, TX

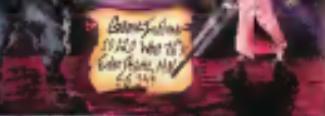
Ever have a bad hair day?

David "No Cool Nicknames" Jennings  
Gurnee, IL

FF VII isn't going to be in the US for another year? Final Fantasy VII will make it to shelves in Japan in December with the US release coming in early '97.

Final Fantasy VII  
Features oversized swords and funky  
parachute pants

**september WINNER!**  
Patrick Fulmer, Philadelphia, PA



Patrick Fulmer  
10400 W. 13th  
Eden Prairie, MN  
55344



Jonathan Yang  
Walnut, CA  
Female Fatale

Ryan Carter  
Rockford, IL  
I think I'm blind!!

Other Ideas: take a look at our coverage of Beyond the Beyond on page 30. Sony is also releasing *Arc the Lad* before Christmas and a sequel is already in the works in Japan. Companies like Konami have RPGs in the works, as do a few others. The Saturn does have the jump on the PS-X as far as RPGs are concerned, but you should start seeing more PS-X RPGs this fall.

It's interesting that we gamers are really never satisfied. Take a look at the July 16 Dear G. Jonathan Seal is a Saturn owner with the same complaint.

Huh?

**Greetings Earth People, I am Felipe, King of the Fulgurites and ruler of the planet Fulguris. Look upon me and cower! Ha-Ha! Answer my questions, fool, or you will die!**

Danny "Felipe" Reynolds  
Philadelphia, PA

Yes, it is true. Too much *Killer Instinct* can lead you to believe you are Felipe.



# CRASH

## BANDICOOT

HE IS A  
MASCOT!

► The Bottom Line 9

- **Size:** 1 CD-ROM
- **Style:** 3D polygonal
- **Special Features:** Twenty-Six Hidden Grottoes, Two Hidden Levels, Bonus Levels, Extreme Platform Jumping, Password or Memory Card Save, Bosses, Beautiful Polygon Graphics
- **Created by:** Naughty Dog and Universal Interactive Studios for Sony
- **Available:** Now for Sony PlayStation

**F**or as little year now, few items have affected the Sony PlayStation identity with either a logo or the unit itself. A failed marketing run of trying to introduce a spiky haired polygon character as a PlayStation mascot left the gaming industry crying for a familiar face to paste onto the PS-X. As history has shown, hardware units without a mascot are pretty much condemned to immediate decay. The Aeon Jagua, the Phillips CD-I, and the Amiga 32 have all had their heads on the chopping block for quite some time. Thanks to Naughty Dog and Universal Interactive Studios, Sony has no intention of going there.

The Sony PlayStation has finally been baptized into the world of mascots. This furry little fellow comes from the Perameleidae family found in Australia, Tasmania, and New Guinea. Don't worry, he's not a killer. He's a bandicoot (a vegetarian marsupial). Like any decent human, Sony and affiliates have given their special little pet a name. He goes by Crash Bandicoot, and he's ready to break the coons off of 3D gaming as we know it. Crash has all the right features for a gaming mascot. While he's not as fast as a plumber or as blue as a hedgehog, Crash features one thing that the other mascots don't have—raw attitude. Being born and raised in a jungle can scar you personally a tad. This is apparent both in Crash and in his first action/platform game.

Developers Naughty Dog and Universal Interactive Studios originally intended to make Crash Bandicoot a completely revolutionary 3D adventure title. While development moved on day after day, Naughty Dog decided that they preferred basic platforming instead of 3D arena adventure. They made the right move. Super Mario 64 turned out to be what Naughty Dog originally desired, and Crash Bandicoot became a revolutionary action/platform title that opened the 32-bit action book to a new chapter—3D scrolling and tunnel 3D.

Take Donkey Kong Country's graphics and multiply them ten, then add a Doom 3D quality to the tray. Crash Bandicoot features two styles of gameplay—3D action/platform and 3D third-person.

**Species:** Bandicoot (Perameleidae family)  
**Sex:** Male

**Age:** 1 Disc and counting

**Weight:** Unknown

**Size:** Too many pixels and textures to count

**Favorite Food:** Mango, mango, mangoes

**Favorite Past Time:** Jumping and keeping his feathery white clean.

**Best Friends:** Sony, Naughty Dog, and Universal Interactive Studios. They gave him his fame, fortune, and name.

**Favorite Publication:** Whoever puts him on their cover (this month's GI)

This guy looks like a plush stuffed doll that constantly screams "Squeeee me and I'll squeak!" Don't get the wrong idea though, Crash is actually a mean mean marsupial machine. If anyone can save the jungle it's Crash. He doesn't need any ammunition or gang related help. All he needs are his instincts and his fast fury. His fast to bounce off villainous heads and leap over obstacles. Love him and he'll control beautifully for you.

### REVIEW: THE RAGING GAMER

**Concept:** 8.5 My guess is wouldn't have called a character supporting a CD-ROM and "Crash" Maybe Looney or Looney Boy would have been more appropriate.

**Graphics:** 8.25

**Sound:** 8.75

**Playability:** 8.5 Further you proceed the tougher it gets.

**Entertainment:** 9 The Mix will affect old school gamers along with the new generation of video kids. The graphics are very comparable to the N64. The 32 million of colors blend perfectly with the graphics. I actually like the jumping along the rocks up a jungle tree. This is a game that all action/platform gamers must experience. It's not completely original, but the overall feeling after playing is truly unique.

OVERALL

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### JOE, THE GREETER GAMER

**Concept:** 8.5 For a game that has only three levels, Crash is complex enough to hold you through enough to prevent a nervous, non-stop-stumble. Instead of creating many levels, like the idea of backtracking through previous levels after obtaining power. However, this is where the frustration sets in. It's been enough forward, let alone backward. The graphics are intense, especially the light shading however, don't be fooled by the title of 3D game. Crash is most definitely a 2D action/platform with only minor feelings of the 3D experience.

OVERALL

8.75

### ADRI, THE GAME HOWLIE

**Concept:** 8.5 "Crash is a 3D tribute to the classic action/platformer. It takes simplistic jumps and assumes to create a humorous, end-of-your-pants adventure.

**Graphics:** 8.75

**Sound:** 8.25

**Playability:** 8.25

**Entertainment:** 8.75 Graphically this is definitely the most impressive game on the PlayStation. It's like watching a cartoon. There's lots of colors. The only drawback to Crash is that it's not quite as long as it could be, but it really doesn't make a difference in the end. Crash is an excellent game that will push your platform skills to the limit."

OVERALL

9



action/platform levels themselves involve a significant amount of 3D movement. While accomplishing the task of moving from one direction to the next, Crash will also have the chance to jump into the background. The 3D third-person levels basically place Crash on a straight track. The objective is to run forward, dodge obstacles, destroy enemies and find the exit. Sometimes though, Crash will have to take different routes and actually backtrack to serve the gamer.

All the action is based on Crash's two moves – jumping and spinning. Most of the levels demand the player to solve puzzles, take risky jumps, and find new areas. Several boxes also await Crash Bandicoot. Each box acts differently and Crash will have to figure out how to catch each one down. Each of the twenty-six levels present a unique challenge in themselves that will drive gamers bonkers.

Crash Bandicoot is here, and there's no stopping him from taking over the minds of children and hard-core gamers everywhere. Don't be surprised if a sequel, action figures, comics, and a cartoon series are in the works. This is the guy Sony is betting on to sell units. Crash has a large reputation to live up to.

## CRASH TALK

When it comes down to graphics and special effects, Crash Bandicoot shines high above any other 32-bit action/platform title. All the backgrounds, foregrounds, and environments are rendered in 3D. Example: When you walk past a shrub, you'll notice that it doesn't look flat when approaching the front of the screen – it has depth. Every object in the game is like this, each contains an original form and likeness.

If that's not impressive enough, the lighting effects add even more realism. There's no doubt about it; the PS-X can simulate killer lighting effects. In Crash Bandicoot you'll notice different shades and morning shadow angles. Naughty Dog sure went so far as to program a level that specifically relates to the lighting program. All the 3D objects and lighting effects act as they should – with realism.

## GEMS

The Gems are the most sought after item in Crash Bandicoot. If you find one, you can consider yourself an avid gamer. However, if you happen to find them all, you will be praised by whoever witnesses this feat, and be ranked among the ranks of Zeus and Odin as the ultimate gaming God.

There are two different kinds of Gems, the white and the colored. White Gems can be considered as the easy to find generic brand. These only come into play at the very end of the game, forming a path to something terrific. The colored Gems are one per color and are used as links to hidden areas that will allow you to find certain boxes on specific levels. Example: let's say you find the Blue Gem on The High Road level. This Gem will open up other areas in certain levels (such as Cheetah Power) where it forms a bridge across a slime pit. Before you find these colored Gems you may see a glimpse of a placement piece which is the same color as the Gem. This means you need that colored Gem to pass a certain test on the level. Now, begin your hunt.

To find one Gem is a task in itself. You must pass a level without dying and destroy every box on the level. Most boxes are easy to reach, although maybe one or two are hidden. If you beat a level without dying, you'll be granted with either a Gem Screen (if you find all the boxes), or a Box Screen (meaning you've missed one or more). This screen will show you how many boxes you missed by dropping them on Crash's head. Do the level over until you get it perfect.



## BONUS LEVEL

The Bonus Level is the only point in the game where saves or passwords are available. To find a Bonus Level you'll have to find three strange clown-like icons hidden within a level. Once the third one is picked up, you'll instantly be teleported to the hidden area where certain obstacles must be overcome before a save can be managed.

There are also Boss Bonus Icons and Super Bonus World Icons. Collecting these Boss icons brings you to a Bonus Level that doesn't allow you to save, though.

It does offer many freebies. The Super Bonus Icon acts the same manner, but it holds a great surprise for those who find its three icons. These icons are spread throughout the land. Three icons, three islands. Hunt. Hunt.

**BOXES** – These are what you're looking for. Seek and destroy! The boxes come in all different shapes and sizes. Some are damaging to your health, others are bonuses that will put a smile on your face. Here's a breakdown of what to look for:



**AKU AKU** – Smash one of these and Crash will gain a hit point. Smash three and you'll receive temporary invincibility.

**I-UP** – This box has a picture of Crash on it. Open it and add the I-UP to your arsenal.

**EXCLAMATION** – This box will trigger all the clear silhouette boxes you see.

**BREAKABLE ARROW** – Jump on the to reach new heights.

**QUESTION MARK** – What's inside is a mystery...

**UNLABELED** – These boxes always contain one mango.

## UNLABELED WITH STRIPES

These boxes always contain ten mangoes. Must be jumped on or bumped from the bottom to access this delicious fruit.

**DYNAMITE** – Duh. These, hurt Crash. Nonetheless, they come in handy for destroying multiple boxes while on the run.



## BE WARNED

WHAT YOU ARE ABOUT TO READ IS HIGHLY CONFIDENTIAL, AND IF IN THE WRONG HANDS, A NIGHTMARE TO THE WORLD. BELOW IS A SPECIFIC STRATEGY GUIDE WHICH WILL HELP YOU BEAT THE GAME. NOT ALL THE LEVEL HINTS ARE COMPLETE, BUT IT DOES TIP YOU IN THE RIGHT DIRECTION. THIS STRATEGY GUIDE WILL ALLOW YOU TO FIND BETWEEN 95% AND 100% OF THE GEMS (IF YOU'RE GOOD ENOUGH). GOOD LUCK AND MAY THE MANGO BE WITH YOU!

### GEMS COLOR KEY

WHITE	BLUE	GOLD	GREEN	PINK	PURPLE	YELLOW

## LEVEL 2 - JUNGLE ROLLERS

### FIND ACCESS TO BONUS WORLD 1

**Requires:** It's impossible to find all the boxes without having the Green Gem accessed (The Lost City – Island 2). The rest of the level is a walk in the park.



## LEVEL 3 - THE GREAT GATE

### ACCESS TO BONUS WORLD 2

**Hint:** Don't bother trying to find all the boxes on this level unless the Yellow Gem is accessed (The Lab – Island 3).

**Hint:** When you approach a breakable arrow box that appears to lead nowhere (sky background), jump on it and push towards the background. A hidden 1-up is awaiting your arrival. Do the same on the next breakable arrow box to find the hidden box on this level.



## LEVEL 5 - UPSTREAM

### ACCESS TO BONUS WORLD 3

**Hint:** The first watermill holds a box with a 1-Up behind it. Carefully jump across the Gold Gem path to find it. The Gold Gem is found in the Generator Room – Island 3.

**Hint:** The second Gold Gem path is at the very end of the level. Two boxes are found through this path.

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## ISLAND 1

This island acts as both an introductory course for the game and an essential base for Gem collecting. Learn how to move and pick up the accessible Gems before you proceed to Island 2.

## LEVEL 1 - H. SANITY BEACH

**Hint:** The only trouble on this level will probably occur at the exclamation switch. The consecutive box jump is difficult but can easily be conquered by timing the jumps. Watch Crash's shadow to see where you are going to land.



FIND

## LEVEL 4 - BOULDERS

**Hint:** Run like a mad dog! Use Crash's spin move to break the boxes on the boulder path. Don't try to jump on them, you'll die a horrible death.



FIND

## LEVEL 6 - ROLLING STONES

### ACCESS TO BONUS WORLD 4 ACCESS TO BOSS BONUS WORLD 1

**Hint:** Halfway through the level you'll encounter an unstable platform with a rolling rock in front. If you look closely you'll see the Blue Gem (The High Road – Island 3). Jump down the Blue Gem path to uncover the missing level boxes and three extra lives.



## PAPU PAPU (BOSS)

Dodge Papu Papu's swinging stick attack and jump on his head. Do this procedure three times and he'll be beaten.



**LEVEL 7 - HOG WILD**

FIND

**Hint:** Get on your hog and ride! Utilizing skillful jumps and accurate timing is the only way to be a flawless victor in Hog Wild.

**ISLAND 2**

Island 2 holds the first key and the first colored Gem. The stages are tough but not unbeatable.

**LEVEL 9 - UP THE CREEK**

FIND

**ACCESS TO BONUS WORLD 6**

**Hint:** Once you've located and accessed the Exclamation Box, trek back across the Ivy pad path to the waterfall! You'll notice that four Ivy pads are constraining a path across to the two bosses sitting on the ledge. You can either walk the Ivy path and collect an extra life, or simply jump from the fog towards the two boxes. Set the timer on the dynamite and use the breakable arrow box to shoot back up to the log. The dynamite will destroy the last boxes for you.

**LEVEL 12 - ROAD TO NOWHERE**

FIND

**ACCESS TO BONUS WORLD 8**

**Hint:** At one of the checkpoints you'll notice that a Red Gem is near. Jump on it and allow it to take you to a hidden area. The first order of business here is to activate the Exclamation box to the right. Use the box that appears to activate the one to the left. The last box is to activate the box in the middle. Jump off the box that appears (from activation #2) and land in the middle of the floating metal. Four boxes will appear in the background. Easy taking!

**LEVEL 8 - NATIVE FORTRESS**

FIND

**ACCESS TO BONUS WORLD 5**

**Hint:** Once on the top screen (sky background), locate a ledge with a turtle, a plant and an unmarked box. Jump on the turtle so it flips on its back, exposing the bouncy stomach. Jump on the stomach and break the unmarked box. On the second bounce, flip yourself up to the ledge in the background. Walk on the path to find one of the hidden boxes.

**Hint:** As in hint one there are two more "bounce into the background" spots. Both are on the same plane as the first and are accessed by jumping off of a fine ledge.

**Hint:** The majority of hidden boxes on this level are hidden in the clouds. The Pink Gem (Slippery Climb - Island 3) needs to be accessed in order to find these.

**LEVEL 10 - THE LOST CITY**

FIND

**ACCESS TO BONUS WORLD 7****ACCESS TO BOSS BONUS WORLD 2**

**Hint:** To destroy the first two boxes behind the steel girder at the level entrance you must simply jump from the background ledge. Then, to return to the playing field, jump around the girder.

**Hint:** There is an Exclamation box hidden in the fourth cubby hole on this level. To activate it, simply jump on top of the unmarked cube and hit the jump button for a bigger boost.



**Hint:** As you start to ascend to the top of this level, look closely to your left. A second Exclamation box is waiting to be activated. Once active, six boxes will appear at the beginning of the top part of the level.

**LEVEL 11 - TEMPLE RUINS**

FIND

**Hint:** When you see a mango dangling off to the left side of a platform, make a gigantic leap into the empty void. You'll land on invisible boxes that will appear as you step on them. Several boxes are located here.

**Hint:** The rest of the level should be a cake walk. Be sure to check behind every pillar.

**KOALA KONG (BOSS)**

REQUIRES

**Hint:** Dodge the four boulders that Koala Kong throws. The fourth one will roll in front of you. Use your spin attack to send it back for a definite hit. Repeat this process four times to advance to the next stage.



## RIPPER ROO (BOSS)

The objective here is to deactivate the TNT boxes when Ripper Roo is on a nearby square. Memorize his patterns and time your jumps. Hit him three times and he's a goner



## LEVEL 14 - SUNSET VISTA

FIND

ACCESS TO BONUS WORLD 9

ACCESS TO BOSS BONUS WORLD 3

ACCESS TO SUPER BONUS ICON

Obtaining this icon is fairly self explanatory. Follow the box stars on the top level and jump onto the moving wall containing the icon

**Hint:** At the top of the level you'll see an Exclamation box that is out of reach. Lure the goon from the right to stand underneath the box. Jump off its back and propel yourself into the box. The boxes you are looking for are directly behind you in the background.

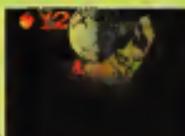
## LEVEL 13 - BOULDER DASH

FIND

KEY

FIND

**Hint:** Find all the boxes to access the Key which will open the Island 2 Bonus level (Whole Hog). Smash all the boxes on Whole Hog to receive the White Gem for Boulder Dash



## ISLAND 3

All but one of the colored Gems are located on this island. If you want to conquer the game thoroughly, you'll need to find all the boxes on each of these difficult levels.

## LEVEL 16 - CORTEX POWER

FIND

**Hint:** Take the path to the right all the way until it ends (be sure to hit the exclamation box). Now backtrack down the stairs to the second fork in the road on this level. Take the left route (you'll see a Checkpoint box) and go up. Collect all the boxes until the next fork in the road (you'll see a breakable arrow box). Now go back to the right (where you just were) and go to the first fork in the road on this level. Go left and take the Blue Gem path even further to the left until you reach a breakable arrow box. This is the final run and a tough one at that. Break all the boxes from here on out and you'll receive your White Gem.



## LEVEL 15 - HEAVY MACHINERY

FIND

ACCESS TO BONUS WORLD 10  
ACCESS TO BOSS BONUS WORLD 4

**Hint:** To find the first Boss icon, locate two steam and two ice pipes right next to each other. To the right should be a pit with two flying spike bots. Drop between them and proceed to the left to receive your prize. Several bosses are also hidden down here. Beating the level should be a breeze.

## LEVEL 17 - GENERATOR ROOM

FIND

ACCESS TO BONUS WORLD 11

**Hint:** There's only one troublesome area in the Generator Room. At the beginning of the level you'll run into an area where the Exclamation box is needed (you should have already activated it). Time your jumps and make sure you get the boxes on the platform first (don't spend too much time here or the platform will fall). Now go back and take out the boxes on the path. The rest of the boxes are easy to get to.



FIND

LEVEL 18 -  
ACCESS TO BONUS  
WORLD 12

**Hint:** This level will pull a Bandicoot on you time after time. Basically, all you have to do is run the straight line and hope for the best. Taking two Aku Aku's with you is a good idea.



## LEVEL 19 - THE HIGH ROAD

FIND

ACCESS TO BONUS WORLD 13

**Hint:** At the beginning of the level, walk back and you will see a floating mango. Jump directly over the mango and two boards will appear to catch your fall. Continue on taking giant leaps towards the screen. You'll eventually get past the ghost boards and land on solid ground with four hidden boxes at your disposal.



**LEVEL 20 - SLIPPERY CLIMB**

FIND

**ACCESS TO BOSS  
BONUS WORLD 5**

**Hint:** Pushing Crash to the limit and making accurate jumps is the only way to solve this level. Patience is the key.

FIND

REQUIRES

**LEVEL 22 - JAWS OF DARKNESS****ACCESS TO SUPER  
BONUS WORLD ICON -**

Located in the bottom box in the pier at the first Checkpoint.

**Hint:** The Blue Gem is located right after the Checkpoint. This is the longest bonus area in the game and careful jumps are a must.

**LEVEL 23 - CASTLE MACHINERY**

FIND

REQUIRES

**Hint:** The Green Gem will only give you access to twenty-five free trees. This level can be defeated without any gems. None of the boxes are hidden on this level.

**LEVEL 24 - THE LAB**

FIND

**Hint:** All the jumping skills of classic platformers are combined into this fairly perplexing level. Time your jumps and don't be afraid to veer off to the side when you're in trouble. Get to the end of this level without dying and you'll receive the Yellow Gem.

**NITRUS BRIOS (BOSS)**

**Hint:** Defeating this mad scientist is an easy task. Dodge all of the red and green beaker bombs. The green ones will turn into moving blabs; jump on their tops to send them flying into Nitrus Brio. Once his hit points are down to three, Brio will transform into a repulsive demon. Jump off the platform and whack him in the head. Repeat this process until he collapses.

**LEVEL 21 - LIGHTS OUT**

FIND

KEY

FIND

REQUIRES

**Hint:** Once the Yellow Gem is activated (The Lab - Island 3) you will find an alternative level. Using this will give you the key to Fumbling in the Dark. Note: the Yellow Gem is placed halfway through the level!

**Hint:** Break all the boxes on Fumbling in the Dark and you will receive the Purple Gem for Lights out.

**LEVEL 25 - THE GREAT HALL**

NEED ALL



**Hint:** Choose your path. Go straight to the deadly Dr. Neo Cortex, or if you've collected all the White Gems, go for the super bonus! What awaits is a super bonus!

**PINSTRIPE (BOSS)**

**Hint:** Beating this guy is fairly easy; you just have to keep your eyes peeled. Hide behind the couch until he jumps off the sofa. Wait until he stops shooting and spin into him. The only way to dodge his shots is to hide behind the two couches in the foreground. Duck out and spin in is a great strategy for this smelly mouse.

# GI news

Game Informer's

## TOP TEN

Editor's Top Ten Console Games for September

1. *Dragon Force* - 29
2. *Madden NFL 97* - PS-X, 66
3. *Super Mario RPG* - SNES
4. *Tekken Attack* - SNES
5. *Ridge Racer Revolution* - PS-X
6. *Triple Play '97* - PS-X
7. *Pacific Wars* - N64
8. *Crash Bandicoot* - PS-X
9. *Tekken 3* - PS-X
10. *Super Mario 64* - N64

### Top Ten Mascot Names Rejected by Sony

1. Alvin the Chipmunk (Marsupilami)
2. Taddy Tripeween
3. Skuzzy the Wunder Rat
4. Chronic
5. Mark
6. Gorkagor Rockoleater
7. Sigmund the Sloth
8. Lucifer
9. Super Mario Sisters
10. Andy the Game Dandy

Game Informer is looking for your top ten rejected game names. Please send your Top Ten to Game Informer Magazine, c/o Top Ten, 16126 West 76th Street • Edina, MN 55344. Everyone that enters every month will be entered in a drawing for a \$100.00 Amazon.com gift card!

## CLASSICS ATTIC

HALL OF FAME



Recall the games of yesterday with our monthly glances into the history of gaming. To be sure, we won't list the obvious classics like the *Super Mario* series, *Contra*, or *Zelda*. We are diving deep into the rest of classics, yet interesting games of the past. See how many of these games you can remember.

Alley Madness - NES

Life Force - NES

Reiner - NES

Miner Maxon - NES

Phantom 2042 - Game Gear

Asphyx - SNES

Rock 'N Roll Racing - SNES

DragonForce & Dragons -

Amstrad

Brave Strike (Box -

Atari 2600)

Division Attack - Atari 2600

Atmosphere - Atari 2600



## Nintendo 64 Joins the Family

On September 30 the *Nintendo*

**64** will hit store shelves across the country and join the *Nintendo* family as the fifth gaming system the company has launched, starting with the **NES** in 1985.

*Nintendo* has announced that three first-party games - *Super Mario 64*, *FlightWings 64*, and *CrashUSA* will accompany the **N64** launch.

*Dinosaur Hunter* are also likely to appear on September 30. However, sources close to Game Informer suggest that the only third-party game at launch will be *Turbo*. Notably absent from the launch are *LucasArts' Star Wars: Shadows of the Empire* and *WaveRace* 64 from *Nintendo*.

### Titles Available on September 30

- *Super Mario 64*
- *FlightWings 64*
- *Cruise 'N' USA*
- *Turbo: Dinosaur Hunter*

### October

- *Mortal Kombat Trilogy*

### November

- *WaveRace 64*
- *Killer Instinct 64*
- *TurboPolar*
- *Wayne Gretzky 3D Hockey*

### December

- *Star Wars: Shadows of the Empire*
- *Blast Corps*
- *Body Harvest*
- *Doom 64*
- *Goldenteeth 007*

### Late '96 - Early '97

- *Super Mario Kart 64*
- *Kirby's Air Ride*
- *Ken Griffey Baseball*
- *Bugno Doggo*
- *Star Fox 64*
- *Frank Boy*

**N64** on June 23 was one of the most successful video game console launches in the history of the industry with a reported 200,000 units selling in the first 24 hours. It is rumored that over 500,000 **N64** units have been sold in Japan already.

US retailers are experiencing allocation problems that will limit their initial shipment of **N64** units for the September 30 launch. As with a number of 16-bit **NES** titles that were released late last year (such as *Killer Instinct* and *Donkey Kong Country 2*), **Nintendo** should ration the bulk of the **N64** shipments, while other, smaller specialty shops will receive far less than their ordered number. It also looks like the European version of the **N64** won't be available until next year.

**Nintendo** has long attributed the delay for the **N64** coming to market to the fact that they wanted to assure consumers and the retailing community that they could meet their demands. They even went so far as to say they did not want to duplicate the initial problems that **Sony** had with getting the **PlayStation** to consumers (remember retail shortages of PS-X the first month it came out?).

Although the short supply of **N64**s may only affect a small number of gamers who want the system the moment it hits the shelves, if demand for **Nintendo**'s machine in the US is remotely close to what it was in Japan, you might be in for some **N64** searching after September 30. Happy hunting.

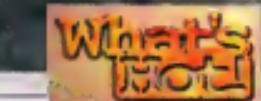
As you can see, the **N64** cartridges & case are increasingly smaller than the older fare.



## Are There Enough N64s To Go Around?

The big question on the minds of retailers and consumers who have waited a long time for the release of the **Nintendo 64** is will **Nintendo of America** be able to supply the demands of consumers? The Japanese launch of the





## Psygnosis' Sequels Near Completion

The Liverpool, England company that brought you *Destruction Derby* and *WipeOut* are nearing the completion of killer sequels to last year's huge successes.

**Game Informer** had a chance to play preview copies of *Destruction Derby 2* and *WipeOut XL* just to be sure these games are not mere updates with a couple more tracks and a few new cars. *Psygnosis* basically started from scratch to bring gamers something completely new while retaining the core of what made the first installment so entertaining.

*WipeOut XL* (*WipeOut* 2007 in Europe) features 8 tracks, 4 vehicles, and a host of new weapons. New graphics that include real-time light sourcing bring a darker, more futuristic feel to the game. *WipeOut XL* will also have hidden tracks and

an extra vehicle for those who have the skills to master the challenging courses.

**Destruction Derby 2** (see Aug. '96, pg. 32) is looking phenomenal! Longer tracks, jumps, a ton of new crash animations, and vastly improved car physics will amaze players who even remotely enjoyed the first game. *DD 2* will also support an analog control that is essential for mastering the art of driving on two wheels and competing on *DD2*'s seven courses and four bowls.

Look for these games coming to stores sometime in November, and stay tuned for full reviews in an upcoming issue of *Game Informer*.

## SegaSoft Launches "Edutainment" Brand

**SegaSoft**, an independent development house owned by **Sega of America** and **CSK Corporation**, has announced it will develop and publish educational software under a new brand, **Trampoline**. The formation of **Trampoline** will include a strategic alliance with **Media Station**, and the two companies will co-publish two PC titles this year. *Puzzle Castle* is based on Usborne Publishing's Young Puzzle Books, and *Fractured Fairy Tales: The Frog Prince* is a takeoff on the classic Rumpelstiltskin and Goldilocks segment. It was also announced that sequels to these "edutainment" titles will appear in late '97.



## Formula One for PlayStation Sees Last Minute Changes

**Formula One World Championship**, a racing simulation designed by **Psygnosis** and **Bizarre Creations** (see May '96, pg. 28), has its last minute production snags due to some of the product endorsements found within the game. The US release has been delayed because certain alcohol and cigarette logos found on the vehicles and tracks had to be removed. Although this artwork will appear in the European version and is present in every televised auto race you'll ever see, *Psygnosis* is required to redo the game for the US release.

*Formula One* should be released some time in late September or early October.

DATA FLOW...DATA FLOW...DATA FLOW...

### Vectorman on the Big Screen?

**Sega of America** has linked a deal with **Ideal Entertainment** for merchandising, motion picture and television rights to **Sega's Vectorman**. **Ideal** is reported to have an animated film in the works. The **Vectorman** film may make it to theaters next year. Expect a toy line to accompany the film.

### Sega Classics Revisited

**Sega** will be releasing several of their famous arcade titles - *Afterburner*, *Space Harrier*, and *Out Run* - for the Japanese Saturn in the next few months. The **Sega Ages** games will be exact arcade translations from the original programming code. Although we haven't heard anything about *Space Harrier* conversions, it wouldn't surprise us if these games showed up for the Christmas season.

### 3D Monopoly???

**GT Interactive**, publishers of *Duke Nukem* and other 3D products, recently acquired **Funville**, home of the deceased mind, who brought us *Duke Nukem 3D* for the PC. The acquisition makes GT Interactive the head publishing honcho of the hopeful, 3D, first person action titles in existence. GT has plans to publish a *Duke* translation for the **PSX** soon. Let's hope it doesn't go to their heads. Wonder what it'll be? We'll have the *Dooms* boys meet the *Duke* boys? Better get the General Lee and call Uncle Jesse.

### Sony's Internet Box?

The Associated Press reported that **Sony** is planning to manufacture set top boxes that will connect to your TV and provide access to the Internet. Sony has already announced the fall release of their new line of PCs, and Internet only boxes seem the next logical step. This move may bypass any plane for **PlayStation** modem peripherals that would offer the same Internet access.



# GI news



## Comic News

- Published by: Nintendo Comics System/Wilbert
- Cover Price: \$1.50
- Available Now: If you can find it, originally released in April 1991

It's hard to believe but it's true. **Game Boy** actually had its own comic series. The plot in this series revolved around the idea of humans coexisting with fictional pixel characters. In issue #3 Mario teams up with the air force and goes on a bombing raid. This is actually a great read. It may be tough to find these old issues but look for them in specialty stores.



## Fox Is Where It's At

Line-ups don't get much better than this. **Fox Interactive** plans to release 32-bit **PlayStation** versions of **The Tick**, **Aliens Vs. Predator** and **Independence Day** (ID4) before the end of the year. ID4 will more than likely outshine the other titles just because of what its movie predecessor has done, but the other games sound like they could be winners too.



**The Tick** is the first video game spin-off title which nips on gamers, basic programming, and the whole concept of vids. Kill a ninja and you'll receive a zillion points. Plus, it's rumored that **The Tick** actually has intelligent conversations with the 1-up icon in the corner of the screen.

We haven't heard much on **Aliens Vs. Predator** and we're guessing that it will be like either the **SNES** action title or the **Atari Jaguar** first-person shooter. Once again, the game will be based on the **Dark Horse Comics** series and will feature user playability of both Alien and Predator.



How the big one, **Independence Day** is going to be huge. Even if it turned out to be the worst game ever made, it will still sell well. We've actually gotten some hands-on play with this game, and it looks cool. So far all we can say is that some of the levels are chase plane fight/aim with the city below and the swirling saucer above. Hopefully some ground combat will be added to the game; the aliens deserve more play than they had in the movie. ID4 should be released sometime this holiday season.

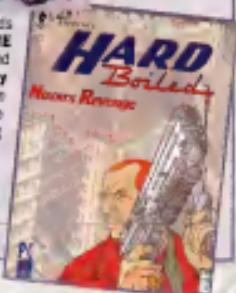
## Ghost Is the VCR

**Ghost Is the Shell** is the only Japanese anime to make a theatrical release in the States, and now as long last it's on videotape. It's as cyber punk as they come, and as twisted as any Terry Gilliam. GI staffers Paul and Q-Bart give it two joysticks up! Pick up your copy now.

## GTE Gets Hard Boiled

**Frank Miller's** twisted tale of over-sensitive androids is making its way towards video game fame. **GTE Entertainment** plans to bring this action-packed and prestigious **Dark Horse** comic to life for the **Sony PlayStation**, **Sega Saturn**, and **PC**. Gamers take on the role of Moon, the star of **Hard Boiled**, as he seeks revenge on all of human kind. **Hard Boiled** is being developed by **Cryo Interactive Entertainment** of France. They've stated that the game is a hyper-paced flying/odyssey title that places the player in seven completely different levels of speed racing. The objective is to zoom through the Japanese landscape and get your revenge on the boss. Sounds promising!

## Mutation News



## Prepare for Interactive Madness

**GTE Entertainment** and **WildStorm Productions** have teamed up to bring PC gamers the first multi-player adventure/strategy CD-ROM that will link gameplay elements and characters to the story line of a monthly comic series. **GTE Entertainment** is tentatively calling this on-line monster **Siege**. Both the comic by **Jim Lee** (WhoC.A.T.S., Team 7) and the game are scheduled for an early '97 release. From what we've been led to believe, **Siege** will introduce the concept of episode updates that directly relate to what occurs in the comic series on a monthly basis. **Siege** is one of the first products that will herald the launch of **GTE Entertainment's** on-line network.

## The Bird Returns



By now **The Crow: City of Angels** has probably flown into your local theater. The original **Crow** is surely destined for cult classic status. Its sequel (**City of Angels**) stars British actor **Vincent Perez** as the Crow and the aging musician **Iggy Pop** as one of the villains. This film has also embarked into the world of merchandising. Look to see several **Crow** comic books popping up, a new rockin' soundtrack, and most noteworthy - a new PlayStation title courtesy of **Acclaim Entertainment**.

The video game looks to be a 3D rock 'em sock 'em action title (kind of like **Double Dragon** or  **Streets of Rage**). The graphics are extremely detailed and very comparable to **Resident Evil**. You can actually see the difference in skin tone and face paint. This game is still in early development, and we imagine that it will follow the movie fairly closely, but only time will tell. If you like the movie, then you might want to stick around and see how the game turns out.

## Get Off Our Planet!

The alien invasion began in the theaters and now it's taking over the toy stores. Straight from the blockbuster motion picture **Independence Day** comes a new line of action figures. If you've been to a toy store lately, you've probably seen or heard the alien toys. The most impressive toy in this line is the Alien Supreme Commander who opens his head and belts out a horrendous scream at anyone who gets too close. **Tweebleth Century Fox** and **Trendmaster** have also included a PC mini game in each of the eleven toys. Buy all the toys and you'll get the complete game, or download the entire game at **Trendmaster's** web page ([www.trendmaster.com](http://www.trendmaster.com)). The game is fairly short, extremely cheesy, and more often than not, a nuisance to play; however, it is a stroke of marketing genius. See the flick, boot the disc, play with the toys, and throw down a substantial chunk of cash.



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# GI news



## Basketball Hall of Fame Honors EA Sports

**Location:** Springfield, Massachusetts

Greetings fellow viewers and welcome to the newest permanent addition to the **Basketball Hall of Fame**. That's right, along with the greatest players in basketball history, we now present to you the **EA Sports wing**, an interactive exhibit highlighting the growth of basketball video games. Begin with the early days of the **Commodore 64**, experience growing pains with the 8-bit **Nineties**, then witness behind the scenes footage of motion capture methods and stats tracking for today's **PlayStation** titles.

Whether you're a video history buff or classic hoops enthusiast, let EA walk you down the long hard road of product development. Never ones to toot their own horn, EA must have struggled over the question of whether or not to include and honor other worthy basketball titles. In the end, it was their decision that the best and most touching way to express the emotional world of video basketball was to focus solely on the history of EA Sports' basketball titles. Play the games, watch the footage, become wowed by the technology. It's all part of this unique and exciting exhibit of video basketball past to present.



## Executive Shake-Ups At Sega and Sony

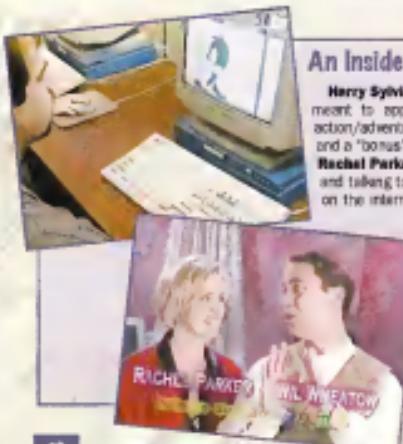
**Sega of America's (SOA) and Sony Computer Entertainment America's (SCEA) executives** played a game of musical chairs with sweeping changes in their respective companies' upper management structures.

Sega announced that president and CEO **Tom Kalinske** will be leaving the company after six years of service with SOA. Kalinske will remain on SOA's board of directors and will be replaced by former Honda of America CEO, **Shoichiro Irimajiri**, who was appointed chairman and chief executive officer.

Sega also grabbed former SCEA vice-president **Bernard Stolar** and appointed him executive vice-president responsible for product development and third-party business. Stolar had similar responsibilities at Sony. This was a big move, in our opinion, as Sega has been visibly behind Sony as far as third-party product support is concerned.

SCEA's upper management was rocked not only by the resignation of Stolar, but also because executive vice-president **Jim Whims** and **Angela Pazzani** have been asked to leave the company. The two were responsible for sales and legal affairs respectively.

The reasons for these sudden and sweeping upper management changes are not clear, but one thing is for sure – the board room at Sega knows a lot of Sony's secrets, thanks to the defection of Stolar.



## An Inside Look At PC Games

**Henry Sylvia Entertainment** gives us **Insider's Guide to PC Games**, a video buyer's guide meant to appeal to the home PC gaming market. It is split into categories including action/adventure, children's games, racing, sports, role-playing, war games, traditional games, and a "bonus" section about accessing the internet. Hosted by failing aces **Will Wheaton** and **Rachel Parker**, the guide is a very poor attempt at creating an alternative to going to a store and talking to people, picking up a CD-ROM guide for upcoming games, checking things out on the internet, or (hmm...) picking up a magazine. Throughout the video they rarely show extensive gameplay and their commitment to a non-critical approach at their reviews is less useful than it is refreshing. A lot of the games aren't very new. Sorry folks, but everybody knows about *Doom II*. At around twenty dollars a pop, the "insider's" Guide to PC Games falls flat on its face and is not a very cheap method of keeping up to date with the latest in the industry. You could get a year long subscription to a PC magazine for that kind of money (or a certain magazine with a humble but informative PC page...). Truly veiled attempts at selling ourselves aside, there are much better ways to get info on PC games than simply watching a video. We recommend you consider some of the options mentioned above.

## Why Geeks Are Cool

by "Geekster" Matt Atwood

The year is 1998; the innovative and almost mind-boggling 8-bit Nintendo is going strong on the video game market. I am the first kid in my small home town of 800 people to own one. It was then that I knew I would have no problems claiming my throne as the coolest kid in school (boomerang echo)...

The things I remember the most from that year (although I've tried to block it out) are a few hazy images of the Fruit of the Loom label on my underwear being all too readable, mostly because my underwear was pulled far over my head. I quickly found out that Underoos were not an intelligent thing for an unpopular seventh-grader to wear (even if they were Batman).

So there I was, at the ripe old age of 12, scoffed at by all the "cool" people, picked on by the older kids, and branded as a "geek," all because I thought video games were much more important than actual human contact. Little did I know, 10 years later this title (full of negative connotations) would benefit me beyond my imagination.

It is now 1998 and I have attended the second annual Electronic Entertainment Expo (E3). The show was one of the most impressive I've attended; however, it wasn't the unreal video footage of Virtua Fighter 3 or the impressive graphics and control of the game NIGHTS that blew me away. To put it bluntly, I was most impressed by the girls. Don't get me wrong, all of us guys are still as goony as we always were, but now the girls...held.

And it's guys like me, Reiner, Paul, Vinnie (who is now spreading his word in other parts of the world), Ryan, and the rest of the G.I. boys who are responsible for this monumental change...

For years I have considered myself and many of my colleagues, for lack of a better term, Evangelists. We come from a land far off and represent the legendary church of Geek. If you aren't familiar with this fast growing religion, it's based in the land of Geekdom and is one country west of Dorkdom. If you hit the Kingdom of Pretentiousness or Coolness, you've gone too far (way too far). For these ten long years we have made it our business to spread the word of Geek, and finally it has paid off. We are the ones driving the nice cars, getting the good looking girls (or guys if you are a shaggeek), and for the love of god we are getting invited to all the exclusive parties with all the "beautiful people."

Here are some guidelines to finding out if you've got what it takes to be a geek. If you can identify with three or more of the things mentioned below, you are on your way to a successful career as a geek:

- You spend much of your time in front of the television compelling fictional characters' actions while yelling "I am the Emperor!"
- Mocking clothes, who needs them?
- Your favorite television show is animated.
- Beer shoes, can't live without 'em.
- You still have a pin-up poster of Farrah Fawcett hanging in your living room.
- Your favorite sport is World Series (Baseball) for the Sega Saturn...
- Sports cars are cool, but give me a '73 light brown Ford station wagon with childproof safety doors (the door handles are broken). Now those are babe magnets.
- Your nickname is something like...Andy the Game Dork.

Hear me my geek brothers and sisters! It is time to rise up and fight the powers of coolness (or those who think they're cool). We shall destroy all that resist us (or at least make wacky jokes about them behind their backs). Gather up your pocket protectors, mechanical pencils, and your favorite game controller...the time for geeks is now!



## Mutecoon Mashup

**Game Informer's Site Of The Month**

Eldon Games' Society  
<http://bnd.laponline.com/eldon>

A few months back we ran a site that featured spartan-slasher.com. We and some other gamers that favored Eldon Games' Society and the former spartan site is long gone. The Eldon site has really taken off.

### VIDEO GAME



- ① What was the first 16-bit home game system?
- ② What company created Mega Man?
- ③ What was the name of the Pioneer Electronics machine that could play both TG-16 and Genesis games?
- ④ True or False? John Madden Football for Genesis features all the NFL teams.
- ⑤ What was the name of the ill-fated Atari 5-Bit system?

(Answers on the bottom of page 20)



This SNES football game appeared on the shelves in 1992? What game is it?

(Answer on the bottom of page 20)

# GI news

## Game Shark Owners Listen Up

Here's a chance for owners of either the **PlayStation** or **Saturn Game Shark** to substantially upgrade their memory and code hacking capability without spending hundreds of dollars.

### SATURN

This September, **Interact** will release the new **Saturn Game Shark** at a 20% discount (\$49.95). The new **Saturn Game Shark** will allow owners to play import games on their US consoles. That's right, the **Universal Translator** will automatically let you play Japanese games. However, owners of the current **Saturn Game Shark** need not fret. In order to play Japanese games with the current **Shark**, check out this month's Swap Shop where GI reveals all the secrets.

### PLAYSTATION

**PlayStation** owners will benefit from the new **PlayStation Game Shark** as well. This fall, **Interact** will release their new **Comms Link**, an advanced accessory to be used in conjunction with a PC and Modem. Not only will the **Comms Link** transform any PC into a PSX code-hacking machine, but simply download the special **Shark Update** from <http://www.gameshark.com> and the **Interact Memory Card** will be upgraded to a **Memory Card Plus!**



## Datotech Gives Customers the Finger

While necessity may be the mother of invention, love can also be a driving force behind the development of technology. **Seita McCleod** of **Datotech** sought to help his dyslexic wife interface with computers. This desire led him to invent the new **DatO Gesture** touchpad. Ever wonder how the characters of *Star Trek* can interface with those monster computers just by using a few fingers? Well, gesture technology is the translation of finger movements into computer input. Gestures combine the index finger as primary input with the thumb and middle finger as secondary indicators.

**Datotech Systems Inc. (DSI)** has entered into a three month contract with **Micrograff** in order to develop PC applications for their **Gesture Pad** in conjunction with DOS based systems. In September, DSI hopes to release its product as a peripheral in support of Windows NT and Windows '95 platforms.

The first up and running software application is **SpellBay** where the user manipulates finger gestures to interface with a speech synthesizer. Thus speech pathologists, doctors and educators can work with the gesture pad to build audible words and sentences in real time. The Gesture Pad is one example of technology that has sound business and entertainment potential, as well as for reaching humanistic sensibilities.

## Mad Catz Takes Control of the N64

For those who are breaking open their piggy banks this September, think about setting aside a few dollars for the new **Mad Catz Advanced Controller** and the **Mad Catz Analog Steering Wheel**. Analog seems to be the way to go this year, and Mad Catz is right on track with their **N64 Advanced Controller**. As with Nintendo's controller (to be packaged with the N64), players may choose to play with either the analog joystick or the digital direction pad. However, the Advanced Controller now includes a timer button for speedy game play, an option not offered with the standard **Nintendo 64** controller.

For another analog treat, driving fans will want to check out the new **Analog Steering Wheel**. The wheel itself will have a 270° range of rotation. Couple this with the two analog foot pads, 8 digital buttons and stick shift, and you've got one heck of a driving experience.

Mad Catz will launch their new controllers to coincide with the September 29th release of the N64. Look for further products from Mad Catz such as their much anticipated flight stick and 256k memory card.



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### Video Game Trade Awards:

- 1 The PC Engine by NEC Corporation
- 2 Capcom
- 3 By the LeisureTime Release in 1993
- 4 It also plays laser discs and other CDs
- 5 While it only has 16 levels and doesn't have an AFL license
- 6 The Acer 7000

### Names That Game Answer

It's Super Play Action Football by Interplay.  
Probably the second playing baseball game ever.



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THEY TOOK  
ALL YOUR  
QUARTERS.



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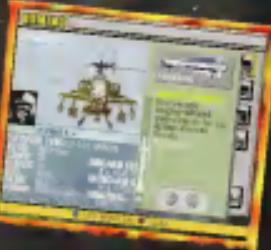
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# GUNSHIP

A PC CLASSIC GOES PLAYSTATION

Not friendly anymore!  
(sniper snicker).



## REINER, THE RAGING GAMER

**Concept:** 8 Most console-based games rely on combat strategy as the main gameplay. Doctor Who Gunship impresses that. It's been really hit the mark. All the right ingredients are in place, offering those lots of weapons and vehicles to well thought out missions, but the gameplay is so accurate it is not apparent. The helicopter dynamics are sensible, and the computer AI acts as a ghost. You never really know when you take an damage, and you're dead. Gunship definitely has potential to be a great game, but failed to the end.

**OVERALL:**  
**5.5**

## PAUL, THE GAME PROFESSOR

**Concept:** 8 This is the first true flight simulator that has been introduced for the PSX. Doctor Who Gunship and flight games come combine close to offering the options and detail of this game. For the wide array of camera views that are offered and the graphics look exceptional. It's great that you can upgrade your helicopters as you get further into the missions. This is not a game you can get into without reading the manual, although the training missions help a lot. I enjoy simulations quite a bit, and if you want a fully in-depth game, this is a must-buy game.

**OVERALL:**  
**8.25**

## ANDY, THE GAME HOMIE

**Concept:** 7 Compared to most, this game offers a lot of gameplay. The missions are long and the control is rather involved, however, you really have to want to play this game. If you have a joystick and a mouse and keyboard, you'll be in for a simulation treat.

**OVERALL:**  
**7.25**

- **Size:** 1 CD-ROM
- **Style:** 1-Player Helicopter
- **Control Set:** Controller
- **Special Features:** 7 Helicopters, 12 Different Weapons to Choose From, Computer Difficulty Options, Memory Card Save Only
- **Created By:** Microprose
- **Available Now for the PlayStation**

## ► THE BOTTOM LINE 7

A review from the intro.  
This is what the graphics  
should be like.

This is the ground. You see a lot  
of it when flying at full speed.

How was I supposed to  
know Apaches don't float?

# ROBO PIT™

## Bring Back Robo!

Recall all your fond childhood memories of Mr. Potato Head and be prepared to be blown into the future of spud scuffling on the Sony PlayStation. Robo Pit is one of the most unique 32-bit titles to date, yet when broken down it's nothing more than various recycled gaming concepts tethered within a semi-satirical 3D environment.

A first-time gamer would probably giggle at the cute potato-esque "make your own robot" concept, while the hard-core gamer would see the similarities to the Sega Genesis title Cyber Justice. In many ways Robo Pit is very similar to this title, both feature the same soft mech theme and both have the build your own robot option. The difference comes in gameplay. Cyber Justice turned out to be a generic 16-bit easter/plethora title and Robo Pit is an impressive blend of head-to-head fighting and cage-style arena combat.

Robo Pit's gameplay consists of ideas and elements found within any modern day fighter—as well as Namco's mech malice Cyber-Seed. Even though it's not as unique as you might think, Robo Pit does feature some of its own distinguishing traits. It's one of the first fighters to feature over one hundred opponents and twenty plus weapons. The core design allows for weapons to be passed from character to character and the player can create as many playable characters as they desire.

In a nut shell, Robo Pit offers the gamer the same excitement found within a fighter. It's always one-on-one (versus computer, or split-screen, against a human opponent) and the main objective is to move your character from rank 99 to number 1. Customizing characters involves choosing the body, legs, weapons, and pilot. When choosing the weapons (the arms), you'll have to choose carefully. Some, like the Crossbow, allow for long range projectile attacks, while others, like the sword, are only good when used in close, single physical contact. Always check and see what your opponent's abilities are before entering combat. If you have a stock house of weapons that you've taken from other opponents, then your goal is simple. Take down the bane and go for the number one slot.

Robo Pit is in a league of its own. Whether or not it has what it takes to sell to the majority of the gaming populous is still up in the air and in the hands of the GH review staff.

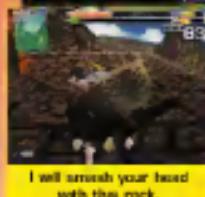
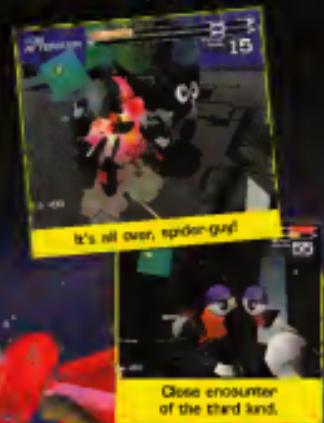
■ **Platform:** 1 CD-ROM

■ **Style:** 1 or 2-Player Head-to-Head Arena Fighting

■ **Special Features:** Customizable Color and Body of Bots, Three Views, Over 100 Opponents, Five Bases, 20 Plus Weapons, Memory Card Save

■ **Created By:** Metropoli Digital Studios and Aeonis for THQ

■ **Available:** Now for Sony PlayStation



Rank number seven  
and still climbing!

### JOE, THE GREAT GAMER

**Concept:** 8.25 Robo Pit has a good concept but is lacking in actual play value. It's too easy to progress using just a shield and punch to fight your special moves. Plus, the AI just isn't that good. It should be a lot tougher to use special attacks! Although it does get substantially harder as you progress, not that much longer. The game is obviously a spin-off of the fighting game genre, but nothing worth getting excited about. I'd recommend it to kids.

**OVERALL:**  
**7.5**

### REINER, THE RAGING GAMER

**Concept:** 8.5 THQ took a step in the right direction with Robo Pit. Games don't get much more diverse than this and any gamer who's sick of the standard 3D-fighters and action titles should get a look out of it. The whole concept of working your way up to number one is what makes this title. The graphics could have been better and the bots definitely didn't live up to my fully expectable. Fortunately, somehow or other it manages to be very entertaining. This title may not have the come-back and play the same and again feel to it, but it does satisfy the craving for something different.

**OVERALL:**  
**8**

### PAUL, THE GAME PROFESSOR

**Concept:** 7.8 I really like the concept of building the robots and changing the weapons / fed the wide variety of configurations and robot looks are and make this game very appealing. However, the blocky looking graphics and the slow play mode are less interest quickly / also found that the computer robots are pretty stupid. The only redeeming quality of this game is the two-player battle, but even that gets old quickly."

**OVERALL:**  
**5.5**

# Blood Sinner: Legacy of Cain

## Kahn is Able

- **Star 1 CD-ROM**
- **Style: 1-Player Action/Adventure**
- **Special Features: Numerous Power-Ups and Magic Items; Quick Object Spell Menus; Morphing Jets 4 Multiple Forms; United Seal-Suckers; FMV Clips**
- **Created by: Crystal Dynamics**
- **Available: Who Knows When for PlayStation**

Vampire fans have had recent cause to celebrate. Vampire mania is sweeping the nation via books, movies and now even video games. Not since Castlevania has there been a vampire simulation worth noting. But now Crystal Dynamics is proud to present their newest title, *Blood Omen: Legacy of Kain*.

As with many next-gen games, *Kain* has the power to morph. Depending upon the situation, choose from four standard vampire states. *Wolf Form* allows *Kain* to jump over objects and utilize threat attacks. The *Bat Form* allows *Kain* to fly through his world and incorporates some impressive *WLF* sequences. Use the *Wolf Form* to pass through walls, while the *Batlike Form* disguises *Kain* as a human, permitting unobtrusive travel through towns and villages.

A host of spells, armor, weapons and objects complement Kain's default attacks. A blood vital gauge Kain's health and a magic meter limits available spells. In order to replenish the magic meter, return to past servers where slain enemies now appear as the undead. Kill them again and suck their souls in order to increase magic power. Remember that vampire rules apply, so be sure to avoid all light, rain, snow, mirrors and water. Kain is a powerful, persuasive and exciting new character who is willing and able to make his quest your own. ■

#### The Responses

T

Spring 1994  
Volume 14

1

1

Bad flight

dangerously concealed  
in shrouds of darkness.

evil awaits you

all alone

... and you're all alone

# ALONE IN THE DARK

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# ANDRETTI RACING

**Mario & Family Return  
To Gamedom**

You start your  
runner in a car  
with few  
options



The field starts empty  
the first night



You can give orders to the pit crew  
you run in

- **Single CD ROM**
- **Single- or 2-Player Racing (Up to 4-Player Via Serial Link)**
- **Special Features: Commentary by Bob Jenkins & Derek Daly, 15 Tracks, Stock & Indy Cars, Career Mode, Car Damage, 3 Racing Views, 2-Player Split Screen, 4 Adjustable Car Settings**
- **Developed by: Bramont Studios for EA Sports**
- **Release Date: September 8th for Sony PlayStation**

The Indy Car is a true test of driving

Master Antennae • September '96



With Andretti's  
name racing history

Race track located in  
the split screen or via  
Link cable

**E** A SPORTS has announced a new racing game featuring Mario Andretti to bring racing to the Sony PlayStation. Like the game for the Sega Dreamcast, Mario Andretti Racing for the PS-X features both Stock and Indy car events (sorry, no more Sprint cars).

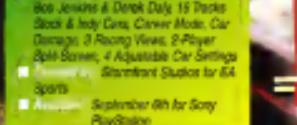
Like many of EA's new sports titles, Andretti Racing is brought to the player with a TV-style presentation. Fox Sports' James Brown and racing broadcast veterans Derek Daly and Bob Jenkins

introduce each race and add commentary during the action. Also included is an Andretti Family interview section called the Racing School. Here you'll watch interviews with Michael, Jeff, and papaw Mario on various racing topics.

Andretti Racing includes a total of 16 authentic tracks from around the world. All of these tracks can be accessed in an Exhibition Mode or played through the Career Mode. The Career Mode, which can be saved to a Memory Card, is the big and better of Andretti Racing. It is where you take on the role of a rookie driver and attempt to climb the ranks standing through six entire racing seasons. In either a Stock or Indy Car, you compete against familiar names like Geoff Bodine, Danay Sullivan, and of course the Andretti trio.

As your career progresses (and, if you're successful) you'll be offered the opportunity to race for new teams using improved cars.

Andretti Racing, with its killer graphics and realism, is gearing up to be a hit with racing fans everywhere. This is especially true if you play with a friend, since the two-player split-screen and Link Mode allows for up to 8 cars racing through at once.







# NCAA GAMEBREAKER

*Break the Game Wide Open*

■ **Slow:** 1 CD-ROM  
 ■ **Style:** 1 to 2-Player Football Game, 8 Players with Sony Multi-Tap  
 ■ **Special Features:** 118 College Teams, 3 Difficulty Levels,  
 Over 400 Real College Plays, Exhibition, Tournament and Bowl  
 Modes, Special Moves for Defensive Line, Players Tech  
 Gamebreaker Potential  
 ■ **Created by:** Sony Computer Entertainment  
 ■ **Available:** October for Sony PlayStation

**E**ver since Sony unleashed their monstrosity of a football game last fall, football fans have asked, "How can it get any better?" Well, Sony may have just broken the game wide open. *NCAA GameBreaker* takes the best of the original *GameDay*, and adds plenty of new excitement with the college football season now well underway. Sony expects *GameDay* to capture the hearts of those who relish the sport in its purest form. Listen to the right songs, eat your waffles muddied up, run the option every down. That's what college ball is all about. Now let's see if Sony has what it takes to compete.

All the basic *GameDay* elements appear to be here. In terms of offensive control, players can still hurdle, dive, spin and stiff arm. A new option has been added in the lateral. At any point the ball carrier may lateral to a teammate, seeking for some long, exciting plays and a few fumbling mishaps (since Paul is strictly a "Pro Player," he had some trouble with this new college feature). In terms of defense, players can still dive, tackle, jump, swim and sliver.

The play calling remains true to college form. With a main emphasis against the Wish Bone and power I, defensive formations can be chosen to offset such offensive wonders as the Bone Phish, Half Back Option and Double Swing. The correct defense matters, as it'll be easy to get burned to the outside.

As for the play modes, *GameBreaker* offers three difficulty levels and three game speeds (a helpful option for learning new plays or formations). Game modes offer a break from the traditional college polling system and they include Exhibition, Season with Bowl games, Season with playoff tournament, and the National Championship game.

Of special note is the AI programmed into each team's star players. These players are highlighted in yellow during selection, and each possesses special skills. Although you can't always go to them, choose the right play at the right time and they will reveal their game-breaker ability. Concentrate your efforts and strategies on these few

elite players, and you too will be able to break the game wide open. ■

Our man Andy strikes this pre-snap receiver action and his superiority to Doug is apparent to all.

Though the weather may change, the game remains the same.

Looks like a sure catch...

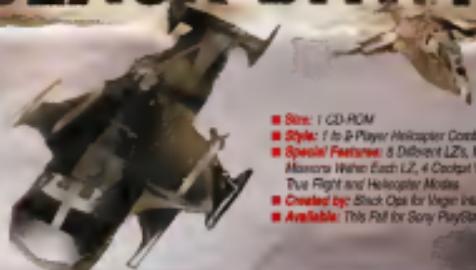
...if not for that tough Nebraska secondary.

Classic college playbook

Though the weather may change,  
the game remains the same.

Black Dawn Morning, Pilots Take Warning

# BLACK DAWN



■ **Size:** 1 CD-ROM  
**Style:** 1 to 2 Player Helicopter Combat  
**Special Features:** 5 Different LZ's, Multiple Missions Within Each LZ, 4 Camera Views, True Right and Helicopter Modes  
**Created by:** Black Ops for Maxis Interactive  
**Available:** This Fall for Sony PlayStation



**A**ll right copier jockeys, rise to greet the day because here's a game that's sophisticated enough to appeal to flight sim fans while being playable enough to appeal to those who enjoy great action combat games. *Black Dawn* takes the best of both of these worlds and melds them into one heck of a shoot 'em up action thriller.

As a chopper pilot you'll be given eight landing zone options. These LZ's span the globe from Central Park in New York City to a convoy in the Indian Ocean. Sometimes your enemies will be crack gangs in LA, radar outposts in Antarctica, or terrorists nestled deep in the heart of an Asian jungle. There are eight landing zones in all, and seven of the eight are comprised of approximately six different missions. Inside New York City you'll have to battle your way through a group of hostages, as well as those who climb aboard, then scuttle them off to safety. In Antarctica it will be your job to airdrop a crack team of Navy SEALs, then create a diversion while the SEALs carry out their mission of sabotage. One of the eight landing zones is a power-up mission where you'll have sixty seconds to grab as many weapons and as much armor as you can. Use this mission again and again to max out your arsenal.

The combat sequences are fast and furious, demanding precision flying, ground strafing and surgical nuclear attacks. Three difficulty levels create a wide audience of appeal—experts can zone-cheese "flight mode." In flight mode the pilotholts will not act independently of the flight path, making ground targets and high speed flying easier.

With minimum punctuation and only occasional polygon popping, long distance targeting is an essential part of the game. Use missiles for long distance, Nap Bombs for large structures and Rockets for the ground strafing of convoys and tanks. With so much to offer in terms of missions and scenarios, *Black Dawn* is certainly worth getting out of bed for.

# Beyond the Beyond

CAN YOU GET BEYOND  
THE FIGHTING?

- Rating: PG-13
- Style: RPG/Action/Adventure
- Special Features: In-Game Story  
("You're a hero. Then you find a dragon's  
stealthy Cancer Doctor. And your Dragon  
Special Trainer. What's your choice?")
- Created By: Computer Software for Sony
- Available Now for Sony PlayStation

HERE'S A FOUR-PERSON  
PARTY IN YOUR EYE.



**Y**our mother died before you were old enough to remember her. Your father is a combat hardened soldier determined to train you to be the same. You start the game unconscious from your most recent training session with Dad. Isn't that a wonderful beginning? (Freud would have loved it). From this point on you are bounced along a plot line, the salvation of the land from a conquering eevil empire in your hands. With your trusted companions and a miniature dragon named Steiner you head beyond the trappings of small-town life to castles, towns, and wilderness where danger and intrigue seek to undo your quest.

There are three things that will determine people's enjoyment of this game. Combat, combat, and combat. Beyond the Beyond's greatest strength is definitely combat and it happens all the time. The puzzles in the game are a moderate challenge to the experienced RPG gamer, but are made much harder by the fact that the player's exploration of a dungeon puzzle is stopped every three to seven steps by yet another pitched combat situation. Whether this is a good thing or

not is up to the reviewers, but it is definitely one of the better combat systems we've seen in an RPG. Shifting battle perspectives, appealing normal attacks, and special attacks that have your characters streaking towards their opponent with a trail of fire in their wake make for entertaining and visually rich battles. Fighting can be left at manual for each character or you can choose to let the computer fight for you in a variety of offensive and defensive postures.

The actual questing itself is the good ol' fashioned, "Find this item, bring it to the old wizard guy so he can tell you where you need to find the next item or person to talk to," which strings on and crescendos to an ending with that boss who is just too nasty. The writers of the game work big on drama. They love brawls with curses and brave soldiers making noble sacrifices. The enemy characters are all as eevil as the empire they work for and the dialogue is typically on the goody side. Despite the fun that has been poised, most RPG fans will want to play this one through to the finish.





## The Bottom Line **8.75**

### ANDY, THE GAME POWWER

Concept:	7	I consider myself to be a pretty hard-core RPG player, and this game really disappointed me. While it's not terrible, it leaves me wanting.
Graphics:	7.5	It's not terrible, it leaves me wanting.
Sound:	7	It's not terrible, it leaves me wanting.
Playability:	7	It's not terrible, it leaves me wanting.
Entertainment:	7	It's not terrible, it leaves me wanting.
<b>OVERALL:</b>	<b>7</b>	It's not terrible, it leaves me wanting.

### REINER, THE RAGING GAMER

Concept:	6.75	“This, this is the first PS-X role playing game, but it's not very good. This is back to such classics as Dragon Warrior and Final Fantasy, now slow down the gameplay down, and add a boring story and a 2D-style environment.
Graphics:	6.5	It's only redeeming quality is in the battle dimension. The overhead racing-style graphics and character sprites are definitely styled in a 32-bit fashion, but the basic walking graphics are on as 16-bit. In fact, the whole game is 16-bit, which is why the FMV cut scenes are “weird.”
Sound:	7.25	It's only redeeming quality is in the battle dimension. The overhead racing-style graphics and character sprites are definitely styled in a 32-bit fashion, but the basic walking graphics are on as 16-bit. In fact, the whole game is 16-bit, which is why the FMV cut scenes are “weird.”
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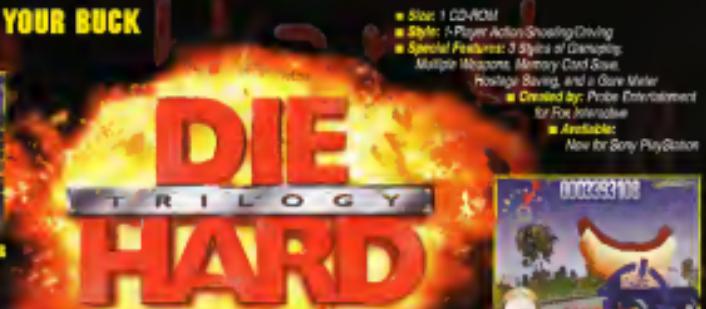
### PAUL, THE GAME PROFESSOR

Concept:	6	“After playing the very first US RPG for the PS-X I can't help but be a little disappointed. This game has been out for quite a while in Japan and the age shows. The graphics in the battle scenes are especially in the overhead mode look cheap and not up to 32-bit standards. All that aside, any fan of RPGs should get some enjoyment from the easy interface and traditional commands. The story and cast however seem its weak and there is not even an ending of voice acting or CG cutscenes. This game is solid but if an average in mind every age. Do NOT expect to be blown away.”
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## MORE BANG FOR YOUR BUCK



YES, YOU ACTUALLY LAUNCH OVER A STAMPEDE OF BUMPSIES.



I got one hand in my pocket and the other is slapping a terrorist. Fox Interactive and Probe Entertainment have teamed up to bring back the non-stop thrill ride of the three Die Hard films and convert them into a user-friendly video game extravaganza for the Sony PlayStation. All three games are packed into one disc, thus the motto "more bang for your buck" comes into play. Each game, Die Hard, Die Harder, and With a Vengeance are designed differently from each other, and will surely hook more than one gaming audience.

Die Hard takes you well into the confines of the Nakatomi Plaza as you, John McClane, try to save unarmed innocent hostages from the wrath of evil. All the action is brought to life through the magic of a 3rd-person chase plane view and a handful of immensely powerful artillery.

Die Hard 2: Die Harder supports the Sony Mouse along

with the Konami Hyperblaster gun for better targeting and a more realistic hands-on feel of gun toting. All the terrorist poppin' action takes place in the Washington/Dulles Airport in a first-person shooter view. Multiple weapons like the rocket launcher and shotgun are available for use if you can find them.

Die Hard: With a Vengeance closes out the Die Hard Trilogy with a race against the clock. Timed bombs have been set to detonate all across New York, and it's up to you and your trusty vehicle to deactivate them. Three views bring the intense pedestrian smacking, car bashing, bomb deactivating action into full context for gamers. Beat the clock before it's too late. It's not often that a three games in one opportunity arises. Fox Interactive has given PlayStation owners an offer they can't refuse. Die Hard Trilogy will surely make gamers scream Yippee-Ki-Yay!

SAVE THE HOSTAGES.



### DIE HARD

TWO TERRORISTS AT TWELVE O'CLOCK!



Only the smartest of players will make it out of the Nakatomi Plaza alive. Twenty levels of terrorist mayhem are spread throughout the building. As you proceed through the levels you'll be confronted with a handful of tasks. Number one: Save the hostages. Number two: Defeat all the terrorists. Number three: Deactivate the bomb. While completing the goals you're also going to want to watch out for your own butt. Take too many shots to the head and you will surely die.

**HINTS:** Be a sniper. Hide behind walls and expose only your gun arm. Terrorist pickings will be easy as pie with this technique. Also, always keep a close eye on your map and locate and rescue the hostages first.

THE ADAM'S ACTIVE... FIGHT IT AND REACHABLE IT!

• Size: 1 CD-ROM  
• Style: 3-Player Action/Shooting/Driving  
• Special Features: 3 Styles of Gameplay,  
Multiple Weapons, Memory Card Save,  
Hostage Saving, and a Game Meter

• Created by: Probe Entertainment  
for Fox Interactive  
• Available:  
Now for Sony PlayStation

## DIE HARD 2: DIE HARDER

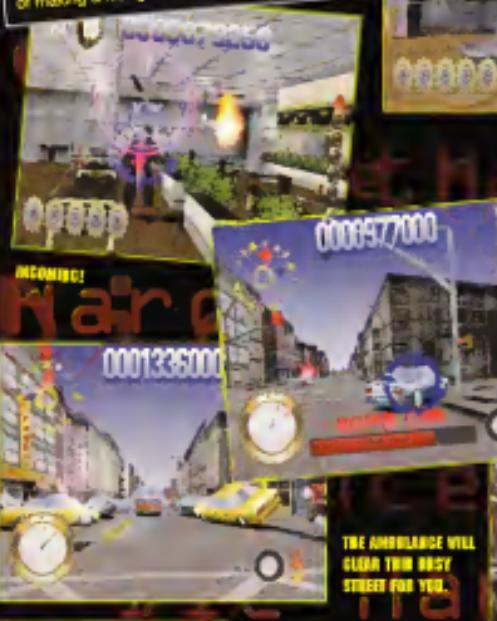
Getting used to the control may be kind of tricky at first, but don't fret, the ammo is unlimited and the power-ups are bountiful. Once again, the objective is nothing short of pure mayhem. Luckily, you don't have to kill all of the terrorists on each level. The main goal is survival. Live through the five massive levels and you'll be announced as the king of dying hard.

**HINTS:** Shoot everything that can be shot (except hostages). More times than none, ceiling tiles, pop machines, and counter tops hold power-ups and new weapons. Dropping the ceiling tiles is also a good way of making a killing on death tolls.

MAHVE THAT WASN'T  
THE BEST SPOT TO  
USE A GRENADE.



THAT'S A LONG RUN  
ALL NIGHT.



### ► THE BOTTOM LINE **8.75**

#### AVOID, THE GAME HONKERS

**Concept:** **8.75** "Surprisingly, Die Hard Trilogy is a very entertaining game. It's basically pure action at all times, though. Plus, the graphics, sound and voice-overs are awesome. The play control is a little clunky at times, but it really doesn't matter because basically, this game is a no brainer. You sit in front of the TV, choose your gunning partner, and then shoot 'till you get the high score. Maybe you don't get the high score, maybe you do. Either way, you'll play this game again and again."

#### OVERALL

**8.75**

#### REVIEW, THE RACING GAME

**Concept:** **8.75** I had my doubts at first, but the interactive pulled through and made all three games very entertainment. I can't believe how gruesome *With a Vengeance* is. I actually feel remorse for the innocent people I run down with my taxi cab. *Die Harder* is the weak link out of the three, just like the movies - it's just kind of confusing. The control on the action and driving levels is superb. The techniques of evasion and trapping are very true to their form. Don't be worried about the games beingatty short, they're not. Each one acts and feels like an original title."

#### OVERALL

**8.75**

#### JON, THE GRIZZLY GAMER

**Concept:** **8.25** "Three games in one. For the final score of the driving sequence is great, although it's a little too easy to control the car and avoid objects." **Graphics:** **8.5** "My problem with the *Die 2* racing sequence is the digEST control - it's just too sensitive. Even though tons of power-ups make this level exciting, it's nothing compared to the *Die Harder* racing sequence. Here, the ability to shuffle, shove and she'll roll make this a great racing action game." **Overall:** **8.5** "Overall, this is a great game with tons of replay value because hidden stuff is everywhere."

## Battle of the Gridiron Greats

# MADDEN 97

**Saturn**

No other sport on earth resembles American football. Born out of basic military strategy, a successful team must balance a strong attack strategy with a sound defensive plan. Each play is a small battle in a larger campaign. Each campaign a part of an even larger war. Field artillery are your receivers; special forces are your halfbacks, fullbacks your tanks. And of course, the greatest part of football - the front line, the trenches, the constant battle and struggle for power where guards and tackles and centers engage hand to hand, fox hole to fox hole in endless pursuit of the ultimate prize. Who better to speak for this sport than the ultimate fan himself - John Madden?

Since his early years in football, during his glory days as coach of the Raiders, and through today as the ultimate authority on football, John Madden has become a symbol of the game. Likewise, Madden Football by EA Sports has always been the one to beat.

What sets Madden '97 apart from most other football games is the "feel," that indescribable brilliance that brings players inside the simulation. Listen to Madden's play by play and pre-game comments; watch as players grunt and hurl themselves about the gridiron; marvel at the in-depth AI and variety of real NFL plays. This is what sports simulation is all about!

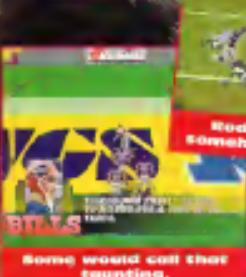
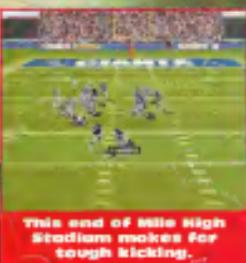
Madden for both the PS-X and Saturn uses all the latest available technology. Motion capture has given players life-like moves, while all 30 NFL stadiums have been beautifully rendered in 3D. Last minute free-agent updates assure accurate team rosters just as the actual NFL schedule allows full week by week simulation.



STRAIGHT FROM THE MADDEN TEAM FOR IN-DEPTH ANALYSIS.

- Size: 1 CD-ROM
- Style: 1 to 8-Player Football Game
- Special Features: Over 100 Current, Super Bowl, All-Time and Super Teams, Stats Tracking, Full Season (With Performance Based Pay Scale), Tournament and Exhibition Modes, Trade and Draft Players, Multiple Penalty and Difficulty Settings
- Created by: EA Sports
- Available Late September for Sony PlayStation and Sega Saturn





Of course, this game is defined by multi-player. We've played a number of games here at Game Informer headquarters. Each game came right down to the wire and attracted a small crowd of spotters. However, it was no surprise that the Bills pulled it out every time!

As for gameplay, Madden '97 boasts over 300 plays (actually 150 plays that can be "flipped"). Most of the plays can be found on the old 16-bit Madden carts, but there are a few surprises as well as some new clock control plays. When playing against human opponents, it's essential to use the "half" mode in order to hide the play call windows.

Numerous other features will appeal to sports enthusiasts. Seasonal play offers most of these options in the form of a salary cap rule, trades, free agent sign and create player modes. A Pro Bowl (based on a full season of stats), injuries, penalty levels, skill levels and substitutions all add to this hoard of features.

Basic options are also numerous. Choose from multiple camera angles, controller configurations, Hall of Fame records tracking, stadium, weather conditions and quarter length. Along with all the NFL teams, Madden '97 offers 67 classic teams of the past, 5 All-Madden teams, as well as hidden teams (look for codes in upcoming issues of Game Informer).

All in all Madden '97 is about as good as it gets. The Saturn and PS-X versions appear to be nearly identical. Of course we'll have to wait to see how the game stacks up against the competition. Although Madden will surely make it to the Super Bowl, the championship trophy of electronic sports is anyone's game.



**A**s the latest addition to the legacy of Street Fighter games, Street Fighter Alpha 2 should please fans of all the old titles. Capcom has stuck with their policy of adding new characters and moves without drastically altering the play-style of Street-Fighter. The version we have is very early, and not all the characters are available for play, but one of the new characters, Sakura, should become a favorite. She's yet another Retsuque character with a lot more speed but less damaging moves.

People who missed some of the older favorites like Zangief and Dhalsim will be happy to know that these and other classic characters have been added. The graphics are very similar to Alpha 1's, but they seem just a tad more crisp with more attractive backgrounds.

It's hard to find a lot to say about Alpha 2 at this point. We know there are new combos (and combo systems) and even new moves for older characters, but aside from this, it looks like more of the same gameplay with an extended variety of toys to play with. People who have been happy with the paved road that

Street Fighter sequels have taken up to this point will not be disappointed by Street Fighter Alpha 2. ■

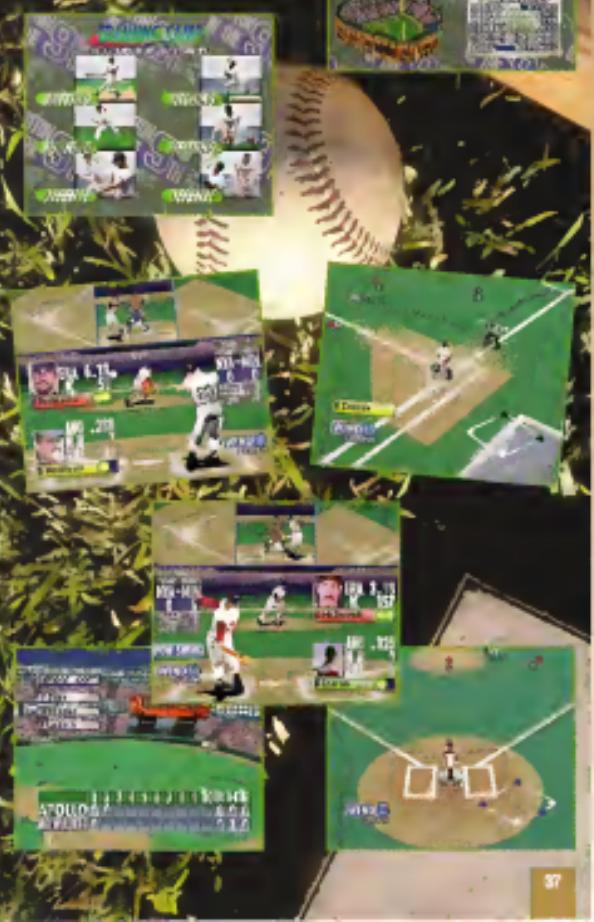
- **Size:** 1 CD-ROM
- **Style:** 1 or 8 Player Head-To-Head Tournament Fighter
- **Special Features:** 15 Fighters including all Characters From Alpha 1 Plus Original and Classic Characters From the Past, New Combos, New Moves for Old Characters, New Backgrounds
- **Created by:** Capcom
- **Available:** November for Saturn and PlayStation



# BOTTOM OF THE 9TH

NOW THAT'S A DECENT BALL GAME...

- Size: 1 CD-ROM
- Style: 1 or 2-Player Baseball
- Special Features: 700 MLB Players (based on 98 seasons), Training Mode, Stadium Select, Play-by-Play Announcer
- Created by: Konami
- Available: Now for Saturn



Bottom of the 9th for Saturn is yet another successful conversion from PlayStation. Nothing is all that new and nothing is lost. The gameplay engine, which won the PlayStation version's greatest strength, was not compromised and the game is still a good time for baseball fans. We thought the hitting and pitching methods of control were pretty revolutionary and entertaining as well. Newcomers to the game will probably appreciate some of the niftier perks like the training mode, the large number of fully stat-laden players (actual pros from MLB), and the stadium select. The training mode is really useful for learning your way around the controls and for teaching lousy sport gamers like Erik a thing or two about how to play baseball. It covers batting, pitching, running, and fielding. The polygon graphics, announcer's play-by-play comments, and the background sound effects are all pretty sharp and lend a great deal towards the game's sense of realism.

While it may have stiff competition in the form of World Series Baseball, Bottoms of the 9th may find appeal with people who like the idea of a pitching and batting style that is more about control and coordination than just timing. The innovative pitching and batting interface makes for unparalleled two-player action. Look for Bottoms of the 9th coming to Saturn in the near future.

# DecAthlete

## Another Worthy Contender

Ever since Bruce Jenner capped his career with a guest appearance on *Wheel of Fortune*, children have dreamt of becoming a Decathlete. The most demanding of all Olympic events, a successful Decathlete must be equally able to jump, run and throw whilst competing for a full two days.

Now you too can be a Decathlete. Just plug in this new title from Sega and join in the Olympic hype. Compete in 10 traditional events. At first, you might want to try the practice mode to help fine tune your skills. Practice mode will however illustrate the strengths and weaknesses of each individual character. After leaving the practice ground, enter into a formal decathlon, or for a real challenge, select the arcade mode in which you'll have to qualify for each event in order to advance.

As for the longer running events, Sega has programmed in a start-instantaneous. Instead of your fingers falling off, use strategy in order to pace yourself within the pack, all the time waiting to make your move. Long jump, high jump, discus, shot-put and javelin combine speed with timing. Pole vault will demand a few special skills, as will the 110 meter hurdles. Most events have an optimum angle of attack (45°), but this might change with each character. The polygon graphics and exciting backsoundtracks provide good visual appeal, and tracking of world records ensures a high replay value. Improved user character selection, graphics might increase individual records or overall scores.

Once every four years the world is treated to a tradition dating back to the time of ancient Greece. Likewise, we see how each Olympics gives birth to a horde of video simulations. Decathlete is a likely contender in this four-year competition and a solid step towards bringing Olympic excellence to your Saturn console...

That's close to a world record.



The leader of the pack.



Successful  
Visit:

Men can  
that just  
play!

- Rate: 1 CD-ROM
- Style: 1 to 2-Player Track and Field
- Special Features: Practice, Arcade and Decathlon Modes, Hall of Fame Records Tracking, 7 Diverse Athletes, 4 Difficulty Settings
- Created by: Sega Sports
- Available: Now for Saturn

## ► THE BOTTOM LINE **7.25**

### PAUL, THE GAME PROFESSOR

**Concept:** 8 "This game came out of nowhere, but it is nice for those who want to give their controller some abuse. Although the concept is rather dry, graphically the game looks fantastic with characters that look like they belong in VR2. The decathlon events can be a good start to a game that seems to need a little more substance. The track events get old fast, but some of the field games are fun to try over and over. Even though the game has too difficult settings, it doesn't have much replay because it only supports two-player and the events are not that diverse."

### REINER, THE RAGING GAMER

**Concept:** 7.25 "Decathlete is yet another idea from the people at Sega. Graphics: 8.5 Olympic rings are beautiful nowadays, and as many need to choose which one is best. Decathlete is easy to look, unlike the others, since its mostly include boxes. The game moves along quite quickly and the polygon graphics are phenomenal. Unfortunately like most Olympic titles, this one grows tiring off so quickly. A rental, but nothing more."

### OVERALL: **6.75**

### OVERALL: **7.75**

### JON, THE GREEDY GAMER

**Concept:** 7.5 "I was a huge fan of Konami's original track and field, but Decathlete was kind of a let down. Despite that good job making running, throwing and pole vaulting through a stadium, there is still positioning, the running events just weren't that fun. I could see getting together with a bunch of people to play, but it's only a single race. The jumping and throwing events are challenging, but if you buy this game, you'll only play it once every four years."

### OVERALL: **7.5**

# FIGHTING VIPERS

Close Encounters of the Coin-Op Kind

## PLAYER SELECT

NAME: RYU  
RANK: 20  
CLASS: WOLF  
HEIGHT: 1.80 m  
WEIGHT: 85 kg  
SPECIATY: JIU-JITSU

Can you find out how to activate the base?

■ Size: 1 CD-ROM

■ Style: 1 or 2-Player  
Head-to-Head Tournament  
Fighting

■ Special Features: Cage Fighting,  
Playback Mode, Big Hit Instant  
Replay, Link Combos, Training  
Mode

■ Created By: AM3 for Sega  
■ Available: November  
for Sega Saturn



Round bonus missed.  
Ughhh!



The stars down.



Way to get you knocked that guy  
right through the steel cage!

Whatever your grown-up boy told you about fighters is new old news. From one fighting generation at ringside to the next, the basic fundamentals have stayed the same, but the overall concept of combat has taken off into a whole new, unexplored world. Resistance to this concept is futile, and as long as there is competition, there will always be a close encounter of the coin-op kind. While we can't tell you exactly when the game will be out, we can spend our time in advance to figure it out.

The latest fighting fighter comes courtesy of Sega. The live game is Fighting Vipers, or as we like to call it, Viper here at *Game Informer*—Viper is the name in a box.

Fighting Vipers is a 2-player game which can vary greatly compared to other fighters in the genre. Because it's a party game, instead of versus to the death, the focus is on a fun, up-tempo party, and game.

Fighting Vipers is a 2-player game which can vary greatly compared to other fighters in the genre. Because it's a party game, instead of versus to the death, the focus is on a fun, up-tempo party, and game. Fighting Vipers will surely keep gamers entertained. The basic concept and gameplay are almost identical to Virtua Fighter, the main difference between the two is that one of them is 2-player mode. Fighting Vipers features two combatants bashing each other within the confines of a cage arena. Like any fighter, special moves, link combos, and unique game codes are available. At the end of a bout, each fighter to the opposite corner and them flying through the cage and into the wild outside world. There's that, a finishing move!

Other arenas that include a body meter which tracks the amount of damage a player takes on. Each time a player is hit enough in a certain area, the meter will change from green (full), to black (defeated). When this happens, the player's energy bar will change to yellow and each hit damage will be landed on a blow. You will also find some areas where eggs like the big hit reply which instantly goes into effect once a massive blow is landed and the Player's Meter has saved your best move into memory so it can be played again and again.

Besides being an entry of its own, Fighting Vipers will also be a stepping stone for the release of Virtua Fighter 3. Sega and AM3 plan to incorporate the same arena combat into VF3, and some of the gameplay techniques like wall bounding will be included. Basically, if you were to play a god at VF3, you're going to want to master Fighting Vipers first.

# NIGHTS INTO DREAMS...

## Breaking the 32-Bit Barrier

- **Shovel CD-ROM**
- **Stylized 1-Player Action/Adventure (2-Player Versus Game)**
- **Special Features: Compatible With Sega's Analog Controller, Two Playable Characters With Separate Missions, 3D Flying On The Ground, Secret Paths**
- **Directed By: Yuji Naka for Sega**
- **Available: November for Sega Saturn**

### ► THE BOTTOM LINE 8.5

You have invincible blue energy. Glitch the Dream Gro and conquer this alien level!



Who is the real one-on-one champion?



When comparing first and second generation software on the 32-bit console machines, it's obvious that Sega has made the biggest jump into the future of gaming with their next wave of first-party console titles. The most recognizable of these, for the moment, is NIGHTS. Some have compared this break thru title to Super Mario 64, and others have stated that, graphically, it's one step ahead of anything on the market.

Creator YUJI NAKA (whose earlier fame comes from the Sonic and Phantasy Star series), has once again ignited the ferocious aggression in gaming that Sega has always been praised for. Yuji Naka's surrealistic imagination is the fuel that will draw people in to at least take a look at what NIGHTS has to offer. He delivered revolutionary gameplay with Sonic, and now with NIGHTS he's taking action games to the next level of evolution. NIGHTS delivers a gaming experience like no other with an unsurpassed graphical interface and two fields of play.

Like most Hollywood action movies, video games don't need a constant story to be entertaining. In NIGHTS's case, the intro is the only plot and character development featured until the climactic resolve in the ending. Basically, that's all you need. NIGHTS is a story about two children - Cloris and Elliot - and their ability to overcome and topple the worst nightmares possible. With this rare courage, they have been chosen by the great dream god to protect and save the Dreamworld from a deadly new entity who is slowly but surely taking over the dream stages. Enter the controller jockey. In order to beat NIGHTS you'll have to conquer both Elliot's and Cloris's dream stages.

The two planes of gameplay are divided into walking and flying. While the walking play is limited and mostly used when death is near, it is the best way to explore the terrain and find secrets and hidden items. The flying, which consumes almost all the gameplay, is NOT open to complete exploration. Players are put on a track which is nothing like a roller coaster, but more of a side scrolling action platform view which freely moves in and out throughout the 3D terrain. While

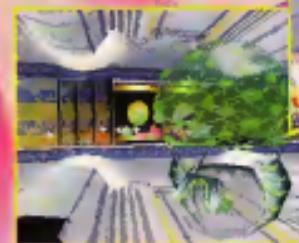


© 1995 SEGA

exploring a track and when reaching a certain point within one, the camera view will change, rotate, or zoom in and out to show off an objective, a destination, or just confuse the gamer to make *NIGHTS* seem more mystical. Each level consists of one action/adventure stage followed by a boss stage. If the boss stage is not conquered, you'll be condemned to repeat the action/adventure stage again.

Most of the stages take place in outdoor scenarios, but sometimes large catacombs and castles are open to exploration. Most of the hype around *NIGHTS* is devoted to its environment interaction. Thus water, wind, and other climatic effects interfere with the player's dominant control. Also, players can swing from branches, luge down an icy terrain, and grab and throw items and enemies.

*NIGHTS* is the first title which is compatible with Sega's analog controller. The controller makes flying easier just like a joystick does for sim games. *NIGHTS* will retail in two packages, one packed with the controller for \$69.99, while both the game and controller will retail separately for \$49.99. If *NIGHTS* is just a foreshadowing of what's to come for Sega Saturn's software, then you can guarantee that it's going to be a fun ride!



ADMIRAL, THE CRAZY HORSE

Concept: 8.25  
Graphics: 8.75  
Sound: 8.75  
Playability: 7  
Entertainment: 7

**OVERALL: 8.25**

"This game makes me happy! You go around and around in circles and collect blue bits until you're all to size a boss. *Neat!* *Not* *Fast* off. I have two problems with the game: it's too easy and the money won't have to last forever from the beginning because you can hit a check. Lastly, there are a number of good things to say about *NIGHTS*. The graphics are great, and the level design style leads into the lifespan of this title. Overall, *NIGHTS* is a solid title that is surely ingenious, but I sure couldn't say it has grace."

ROBBIE, THE RACING GURU

Concept: 8.25  
Graphics: 8.5  
Sound: 8.25  
Playability: 8  
Entertainment: 8

**OVERALL: 8.5**

"*NIGHTS* is a good game to say the least. It has part the type of being just like candy and offers the player a new type of viewing. The concept of flying in a dinner world is dirty driving and the characters don't let you sit enough to drive you into the action. The engagement in *NIGHTS* comes solely from flying around. It has fun to run and of course append in Sonic, and now with *NIGHTS*, it's fun to zoom around in 3D. *NIGHTS* isn't the revolutionary 3D title that everyone was expecting, but it is a step in the right direction for the Saturn."

PAUL, THE GIG PROFESSION

Concept: 8.25  
Graphics: 8.5  
Sound: 8  
Playability: 8  
Entertainment: 8.75

**OVERALL: 9**

"It's really hard to compare this game to anything because there is nothing else like it. The graphic effects are due to the power of the Saturn. The beautiful music, shading and motion mapping effects make *NIGHTS* stand out. The game keeps you on a path while flying, there are plenty of avoidable and bonus areas to discover. Without the analog, this game is fairly short, and the bosses don't offer much of a challenge. The analog package that includes the controller and game is the way to go. Let's just hope there will be more than a handful of games that will use it."

# NHL Powerplay '96

You've Got the Power...Now Play!

Maybe you've been unhappy with your hockey games for many reasons - lack of realism, shoddy defense, excessive scoring. You're not alone. Perhaps the most popular sports to video translation, recent hockey games have each tended to possess some or all of these flaws. But times have changed. Virgin, in conjunction with Bizarre Creation, is offering a respectable solution to some of these problems.

NHL Powerplay '96 is chock full of features. To begin with, the developers have worked closely with live NHL footage to capture more than just true motion skating and passing. Players make subtle adjustments as each play builds. There is a button devoted solely to skating backwards (perhaps the most important improvement over other hockey games). In addition, certain moves and skating styles have also been captured, adding a sense of fluidity and realism not found in other simulations.

Another unique feature is the coaching options. With fully updated stats, each team has their own style of play. This can all be changed depending upon game situation, opponent, injuries, etc. Offensive strategies include three break-out styles (slow, normal and fast) and three styles of zone play (dump and chase, carry in and pinching defensemen). Defensive options include three types of forechecking (protect lead, normal forechecking and aggressive forechecking) with another three styles of zone play (zone, man to man, and intimidation). The differences are noticeable, and become more important in late-game situations.

Up to six players can compete in exhibition, league or world tournament modes. The world tournament mode offers another 16 fully adapted teams. Within the world tournament, NHL players can be found on their national teams. That's right, Mogilny, Fedorov and Bure are back to the Red Army as one of the most powerful lines in international history. They have the power; so do you. Now isn't it time you played?



Press the shoulder button to view players by name.



The result of a vicious hip check.



**Star 1 CD-ROM**  
**Style: 3D 8-Player Hockey Game**  
**Special Features: New World Tournament Mode, Coaching Options, Motion Capture Adaptations, Ease of Backwards Skating, Full NHL License**  
**Created by: Radical Entertainment for Virgin Interactive**  
**Available: Now for Sega Saturn  
 4th Quarter for Sony PlayStation**



## Andy, The Game Novice

**Concept:** 8 "As with any Sports game, the true test is how well it plays multi-player. Luckily, Powerplay passes the test with flying colors. The control is very fluid and the graphics are well done. As a matter of fact it reminds me a lot of EA's NHL series on the 76-bit (with better graphics, of course). However, the game is not without its share quirks (it's a 16 slot, there's no player create mode, and the computer AI still needs a little work, but overall this game is a superb first generation hockey product."

**OVERALL:**  
**8.5**

► **THE BOTTOM LINE:** **8.5**

## Jon, The Giddy Guy

**Concept:** 7.75 "Powerplay takes a lot of what I liked from EA Hockey but also has a few frustrating touches. I miss the quick burst of speed because checking is quite difficult. Poke checking is important, but it's too difficult. A helpful feature is the backwards slide button. This allows your defense to get into position quickly without losing its skating line. The play is smooth and exciting with only sparse examples of hockey responsiveness. The world tournament is key. By far the best feature is the coaching styles that make a huge difference in late-game situations."

**OVERALL:**  
**8**

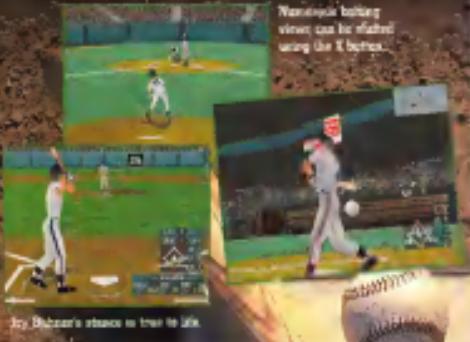
## Paul, The Game Professor

**Concept:** 8.5 "Anyone looking for a good hockey game for the Saturn should look no further than Powerplay. Although there is only one playing mode, the graphics are fantastic. The checking animations are a prime example of the excellent work that Radical did with that game. I found that the game was very nicely balanced as far as skill ratings, and the addition of international teams was a nice touch. The playability was a little slower than I expected, but the number of moves and checking strategy more than make up for that minor gripe. No doubt, this is the hockey for Saturn."

# 3D BASEBALL

Crystal Dynamics'  
First Baseball Effort

Non-major hitting  
views can be selected  
using the R button.



Art Bubba's stance is true to life.

**C**ystal Dynamics has been developing 3D Baseball for quite some time. The progress, although very slow, has begun to show great promise with the appearance of a playable demo at the Game Informer offices.

The first thing that you notice about the game is the incredibly realistic looking batter and fielder animations. The polygons and texture mapped characters step to the plate, dipping in their spikes, swinging the bat loosely as they wait for the incoming pitch. It is clear that Crystal Dynamics has spent long hours with the motion capture of hundreds of different hitting stances and other player moves.

The play control is shaping up very nicely and is based on the standard controls found in most baseball games. Fielding is smooth as the camera view pans upward to help you spot the cursor mark that shows where the ball will land. A healthy array of options such as instant replay, audience statistics tracking, and fielder positioning will please the simulation fans.

It is hard to give a definitive answer regarding the release date of 3D Baseball, as Crystal Dynamics is now shopping for a publisher. However, the graphics mixed with the snappy commentary of Van Earl Wright should make this game a sure-fire seller for any game publisher.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Baseball
- **Special Features:** Commentary by Van Earl Wright, Realistic Motion Capture Animation, MLB Players, Multiple Playing Views, Exhibition and Random Place Play Modes
- **Created by:** Crystal Dynamics
- **Available:** Nitro Kicker When for Sega Saturn



Art Bubba's stance is true to life.

# VIRTUA COP 2

Dirty Harry Would Have  
a Nervous Breakdown

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Gun Game Shooter
- **Special Features:** Gun Adjust Mode, Lots of People to Kill, Specific Hit Locations, Impressive Movement Environment
- **Created by:** Sega
- **Available:** November for Sega Saturn



The driving scene is great!

**G**amers who loved Virtua Cop on the Saturn are in for a treat this winter when its sequel hits the stores. Virtua Cop 2 holds all of the charm of the original with many new perks. Sega tells us there are twice as many enemies as in the original, and we believe them - the action almost never stops. Occasionally things will slow down a little bit so that more advanced players can try their marksmanship against hard-to-hit or risky targets (robbers making off with the loot, hostage takers, bad guys trying to escape, etc.), but within seconds, players are plunged into a melee that would make even Dirty Harry sweat hard.

On the demo we have available to us there is a car chase scene that's pretty impressive. The car you shoot from whips around corners as enemies fire at you from the backs of vans and automobiles. Although the version we have doesn't seem to be that far along yet, Sega promises us that every nuance from the arcade will be present.

Nothing is lost from the first Virtua Cop. Talented players can still pull off the three shot triple flip, and specific hit locations allow merciful cops to attempt to disarm their foes by hitting them in the arm. If Virtua Cop 2 is a solid translation from the arcade, it should keep trigger-happy gamers smiling for a long time!

# Back Issues

Sometimes you lose them — and other times people take them from you — but whatever you do, don't go through life without a complete collection. Order now before these priceless issues become obsolete!

## June 96

- Cover: Tekken 2
- Special Features: CD Breakdown, Resident Evil Strategy Guide, The First Appearance of Chaos, GI PG
- Secret Access: Riveria Park (PSX), Aladdin (SNES), Aladdin (PS1), Aladdin (PSX), Aladdin (PS1)
- Tip Card 25: Open Ice



## March 96

- Cover: Resident Evil
- Special Feature: Special Moves Round Up: Resident Evil, Tales from Resident Evil, and Preview of Killer Instinct 2
- Secret Access: Moves For Street Fighter Alpha (PSX & SNES), Street Fighter Alpha 2 (SNES), Street Fighter Alpha 2 (PSX), Street Fighter Alpha 2 (SNES), Street Fighter Alpha 2 (PSX)
- Tip Card 22: Secrets, Secrets 3



## December 95

- Cover: Toy Story
- Secret Access content: Secret Codes for N64 3 (SNES), Genesis, & PSX; Moves Guide for Menace a Beast (PSX); Part 1, 2
- Tip Card 19: N64 NitroMania



## Other Issues Available:

### September 96

- Cover: Mortal Kombat (SNES)
- Strategy Guide for Virtua Fighter
- Aladdin (PSX, SNES, PS1)
- Secret Access content: a complete list of Kof 97, Art of War, and Champions (SNES)
- Tip Card 20: Street Fighter Alpha

### August 96

- Cover: Laser Dome (PSX)
- Secret Access: CD
- Secret Access: CD
- Secret Access content: complete list of moves and codes, and power codes for all characters in Final Fantasy VII (SNES)
- Tip Card 19: Tekken (PSX)

### April '96

- Cover: Final Fantasy VII (SNES)
- Strategy Guide for Virtua Fighter
- Final Fantasy VII (SNES, PS1, PSX)
- Secret Access content: a complete list of Kof 97, Art of War, and Champions (SNES)
- Tip Card 21: Street Fighter Alpha

### February 96

- Cover: Super Jam (PSX)
- Secret Access: Virtua Fighter
- Secret Access content: Final Fantasy VII (SNES), Shadow of the Beast (SNES), Metal Gear (SNES)
- Tip Card 20: Virtua Fighter



## August 96

- Cover: Super Mario 64
- Special Feature: First Look at Mortal Kombat and Tekken: Double-Header
- Secret Access: Batman Forever (SNES), Rayman (SNES), Magic Carpet (PSX), Gear Games (PSX, PS1, SNES), Virtua Fighter (PSX)
- Tip Card 21: War Godz



## July 96

- Cover: Legend of Zelda
- Special Feature: Special ED Resident and a Super Mario RPG Strategy Guide
- Secret Access: Donkey Kong (PSX), Donkey Kong 3 (SNES), Donkey Kong (SNES)
- Tip Card 20: Street Fighter Alpha 2



## May 96

- Cover: Reiser Dragon 2 (Zee)
- Special Features: Special Report From America: Core Machine Expo including War Boss and Virtua Fighter 3, Night Witches movie guide
- Secret Access: Moves For A Metal (SNES) and Zero Brada (PSX), more codes for Earthworm Jim 2 (SNES/PS1), Virtua Fighter (SNES), Game Genie codes for Toy Story (SNES)
- Tip Card 20: Killer Instinct 3



## April 96

- Cover: Super Mario RPG
- Special Feature: Super Mario RPG and Alien Trilogy game preview
- Secret Access: Cheats for Lemmings (PSX), New Car for Sega Racer (SNES), Alpine Charchute for Street Fighter Alpha (SNES), Chubs for DRG2 (SNES), Codes for F-Zero (SNES)
- Tip Card 20: Marvel Super Heroes



## January 96

- Cover: Donkey Kong
- Special Feature: Decent Play Guide, Ultra 64 Game Update (PS 2099 Awards), and Part 2 of DRG2: Disney's Noisy Game Strategy Guide
- Secret Access: Moves For Tekken (SNES) and Metal (PSX) - Virtua Fighter (SNES) - Virtua Fighter (SNES)
- Secret Access: Moves For Toy Story (SNES) & Toy Story 2 (SNES)
- Tip Card 20: Ultimate VRX



## November 95

- Cover: Donkey Kong Country 2: Diddy's Kong Quest (SNES)
- Strategy Guide for DRG2: Most of the secret levels and DK Cars
- News about the Assessment and Music Openers & Association
- Tip Card 18: Reikan 2



## October 95

- Cover: Mortal Kombat 3 (SNES)
- Strategy Guide for MK3 - all bladed moves, abilities, fatalities, and fatalities
- Strategy Guide for Winged Lion (SNES & SNES-CD)
- Secret Access content: a complete movie, death moves, and a death combo for Tekken, Donkey Kong, and Zool
- Tip Card 17: Street Fighter Alpha 2

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# CLASSIC GAME INFORMER

GAMING FROM THE PAST TO THE PRESENT

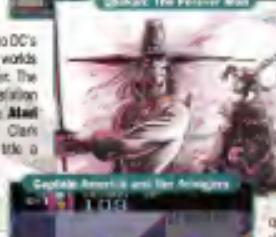
The creative limits in comic books are endless. Artistic expression complement action packed stories, thus creating a universe of visual, editorial, characters, worlds, and beliefs. The most popular format in comics is that which revolves around the ideals of super beings with unusual human traits and spectacular super powers. Industry leading companies like **Marvel Comics** and **DC Comics** have taken advantage of this unbound freedom and have created monstrous universes which consist of hundreds of individual comic titles and thousands of fictional characters.

In comparison, the comic and video game industries are almost identical: it's pen and paper visual art and lots. Both produce a visual language that the gamer or reader can take in and enjoy. **Nintendo's** *Mario* is easily compared to DC's *Superman*, as well as **Sega's**  *Sonic the Hedgehog* to DC's *Flash*. Sooner or later these two worlds were bound to collide and crash out. The first comic to video game translation was **DC Comics' Superman** for the **Atari 2600**. Players acted as both Clark Kent and Superman, making this title a breakthrough and the first to feature multiple character identities in one game. With the comic gaming foundation in place, the superhero invasion swept across all the console machines, particularly the **Sega Genesis**.

The Genesis proved to be the perfect spawning ground for comic titles. The first two titles to land on this 16-bit frontier were web-slinger **Spider-Man** and the nocturnal detective **Batman**. Both titles were licensed and developed in-house by **Sega**. The *Spider-Man* title was based on a completely original story, while *Batman's* plot was taken straight from the 1966 *Batman* TV show. Both of these titles were good for their time, but they really didn't offer anything new to the genre, except of course, an identity crisis.

A solid bridge connecting the excitement from comics and vids was soon reached when the **R.A.M. Graphics** character **Chakan: The Forever Man** was brought to life by **Sega**. **Chakan** presented a new challenge for gamers that still stayed true to its comic predecessor.

## INVASION OF THE SUPER HEROES



**Chakan** presented a unique template style that to this day is still incomparable. Straight on the heels of **Chakan** was **Sega's** first **X-Men**. **X-Men** proved that comic copies could also make great team games. **X-Men** allowed players to freely pick and choose which character they wanted to be.

These two games alone revolutionized the gaming world, but something was still missing. Companies were successful in taking the characters out of comics, but neglected to incorporate the story and **Virgil Interactive** jumped at the chance to bring **Frank Miller's** sensational **Batman** comic, **Robocop Versus Terminator**, into the gaming world. Shortly after, **Sunsoft** followed their lead and released the comic industry's most sought after series, **The Death and Return of Superman**, into the gaming world.

Licensing from comic movies and certain series became a big deal with first and third party developers. **Sega** released a title conceived from **The Adventures of Batman & Robin** cartoon series, plus an adaptation from the **Batman Returns** movie, **Acclaim Entertainment** went all out and picked up the rights to the film about DC's **Judge Dredd**, the third **Bat** movie **Batman Forever**, and **Spider-Man** the animated series. The **Phantom 2040** hype was exploded by **Visceral**, and **Fox Interactive** rounded off the humor in **The Tick**.

The translation of stories to vids was a definite success, and the next generation machine was ripe: already plump full of great action, finessence, and fighting comic titles—but one question still remains: would the translation of vids to comics work? Not to no. Certain vid characters have made their way into the comic kingdom, but none of these titles have survived more than a year. If you're lucky you can probably find some **Archie Comics** featuring **Sonic the Hedgehog**, **Mortal Kombat**, from **Malibu Comics**, and several **Nintendo** characters exposed in **Valiant Comics**. Hopefully, this industry will live through the recent publishing failures and produce quality comic material that both the readers and players can enjoy.

## SCOREBOARD

Archie and the Great Rescue - **Sega**  
7.80 Leave this one to the Purists.

**Archie** - **Sega**  
7.70 A great continuation of the movie and comic elements.

**The Adventures of Batman & Robin** - **Sega**

8.20 Dynamic 2D-fight action title.

**Batman Returns** - **Sega**

8.5 A top quality game with solid graphics. Great but not great.

**Batman Returns** - **Acclaim**

8.20 A fun 1995 comic Batman will live forever in Acclaim's warehouse.

**Batman Returns: Return of the Joker** - **Acclaim**  
8.5 Half bat half joker! This is a modicum of both action, platform titles and Batman himself.

**Capitol Comics and the Avengers**

8.20 Solid

8.4 Big cast and lots of Avenger friends tool. An upscale port with the intent.

**Chakan** - **Sega**

8.7 An innovative action title. 8.8 The most original comic title to date.

**The Death and Return of Superman** - **Sega**

8.5 A sensational adaptation from the comic series. Your Supes are better than ever!

**Teenage Mutant Ninja Turtles** - **Sega**  
8.20 This title often proves the fact that turtles can be brilliant.

**Teenage Mutant Ninja Turtles**

8.6 Reader choice: action/platform title.

**Invincible Hulk** - **U.S. Gold**

7.8 Super hero power! Hulk smash!

**Judge Dredd** - **Acclaim**

8.2 The graphic novel is only surpassed by its entirety.

**Loonie - Doctor**

8.25 Loonie games don't get much worse than this.

**Phantom 2040** - **Acclaim**

7.8 A Shakespearean-adventure style of game.

**Justice League Task Force** - **Acclaim**

8.8 Interesting crossover: bad game.

**Spider-Man** - **Capcom**

8.2 Double Dragon just rolled over in its grave.

**Robot War: Wolverine** - **Sega**

7.8 Frank Miller's story retold perfectly.

**Spider-Man: Maximum Carnage** - **Acclaim**

7.8 Rock on rock 'em spider action.

**Spider-Man: Separation Anxiety** - **Acclaim**

7.7 Not quite as good as its predecessor - Maximum Carnage.

**Spider-Man** - **Sega**

8.2 The best way to bring in a Spidey title.

**Spider-Man (TV Series)** - **Acclaim**

8.5 Immense forums prove who's the best.

**Spider-Man: Arachnid Revenge** - **Acclaim**

7.7 It's the Web! What else!

**Superman - Sonsoft**

8.4 He definitely has a passion, but of course, not very impressive.

**The Tick** - **Fox Interactive**

8.5 Based mostly on the comic, the Tick released its mark.

**Warheads: Maximum Rage** - **Acclaim**

8.20 It's really unoriginal.

**Wolverine** - **Sega**

8.5 A great action title.

**Wolverine** - **Sega**

8.8 This could very well be the last comic you'll ever play.

**Ye Gader Will the PC Market Survive  
the Machinations of the Big N?**

Having seen what the N64 is capable of, this PC guy has cause for trepidation concerning the future fate of his favorite corner of the gaming market. The N64 looks quite capable of emulating, if not completely outdoing the PC at its best. This isn't to say the Saturn and PlayStation weren't close, but the PC always won out with hard drive loading time. Now it has to compete against a cartridge-based system. Of course the PC will always have some things going for it. What other system boasts a 100+ button game controller, multiple gigs of hard drive, constant upgrading and improving of technology, and legions of game companies with no licensing constraints? Hmmm...it's a shame they cost over \$2,000.

**Afterlife** – LucasArts

**8.75**

**T**he call "Afterlife is a SimCity Clone" would be an understatement. It might as well have been a sequel or an expansion disk. It is, however, a good clone with lots of innovations and unique twists. As a consultant to the gods you are given control over the realms of Heaven and Hell. These you must manage while paying attention to the goings-on of various religious philosophies on earth. Afterlife plays almost like two games of SimCity at once in that players must recognize that the two worlds must be managed differently in order to succeed. The key is doing this is understanding that Hell is supposed to be inconvenient for the damned, while Heaven is about quick and easy access to richly deserved rewards for worthy souls. Eventually you will be faced with some bizarre catastrophes in the form of Disco Dancing Demons, Heavenly Birds, The Bats of Hell, The Blues, Hell Freezing Over, Hell in a Handbasket, and the Heaven Nose. Right, the biggest and most shocking problem we had with the game was that despite a useful in-game tutorial, the manual was a lousy CD cover (from LucasArts, of all people).

**Quake (Shareware) – Id**

**9**

**Q**uake is a hard game to compare to its predecessor because the style of play is very different. Doom was the kind of game where if you knew what you were doing you could take it to 'em, get in their faces, and kick some serious demon butt. In Quake the enemies are a lot nastier and the old shotgun dance of death just doesn't cut it anymore. There is nothing in this game that will go down in less than two hits from the shotgun and most take a lot more than that. While heralded Doom fans



Quake

**3Dfx Interactive** will be releasing a Voodoo Graphics game card that will give PC gaming punch and then some. The 128bit card is equipped with a slew of 3D graphics processors that will make arcade to PC conversion a snap, so they will finally be able to compete with the game consoles. **3Dfx** has announced strategic relationships with Acclaim, Midway, and Williams to produce quality software that takes advantage of the card. The card will be sold through Orchid for about \$199.

**Trekies** (oh, sorry... it's *Trek*kers' now, isn't it?) can start stokin' their archean crystals for the February '97 release of *Star Trek: Starfleet Academy*, a very attractive looking Trek game from the folks at **Interplay**. The game will feature 3D starship combat (30 different ships) at a Federation training center staffed by members of the actual cast (Shatner, Koenig, and Takei) from the original *Trek* series and movies. When will these people stop? In their last

this game from a more than mediocre, yet solid first-person shooter to everything you would expect from Id.

four movies they kept complaining about how old they were. Can't wait for the next sequel: *"Genshiken – The Search for Spock... Again"*.

**Total Entertainment Network** (TEN) is preparing for contendence in the rapidly up-and-coming online gaming industry. TEN will feature online versions of games such as *Duke Nukem 3D*, *CivNet* (Civilization for the net), *Master of Orion II* (if it ever comes out), *Descent*, *Descent II*, *Derelik*, and more... much more. Their pricing plan (subject to change) is a monthly fee of \$7.50 with five free hours and rates of \$1.25 to \$2.50 an hour following. TEN is also considering a flat monthly charge (further info at <http://www.ten.net>).

**Engage** of **Interplay** is another service which will be available through America Online. Some of the stars in their lineup include *Descent II*, *Worms 2*, and *MUD II*. Their web page can be located at <http://www.gamesline.com>. Let's hope these people can make online gaming an established and affordable part of the gaming industry.

**recent releases**

**Cyberdrome – Sami**  
**7.25** Hard core mech strategy fans might like it a lot. Experienced veterans could get mind-bending, but probably become bored after a couple days.

**Front Page Sports**  
**Baseball – Sierra**  
**8.5** Fast variation of softball. Players can take part in as much management and playing as they want.

**Disney's Animatrix**  
**Star Trek – Disney**  
**Interactive**  
**8.75** These look really cool for kids who are into all of the recent Disney movies and are a good way for young'uns to learn more about computers.

**SFPC Maniacs –**  
**3 Front Plug**  
**7.5** Sane interface and fast action but the game's sparse, but it was still an interesting and well researched simulation of a homicide investigation.

**Mayday Blackjack – Sierra**  
**8.25** Blackjack with lots of options. The animated cards are atrocious. Nothing too remarkable.



looking for a challenge may like this idea, they might find the lack of canon fodder slaughter to be really depressing. Otherwise, the polygon graphics are pretty, the monsters do have personality, and the weapons are okay. Don't take the critics in this review too harshly as the full version is not out yet and could have a lot of improvements that would pull



**The**  
**News Matrix**

**Star Trek**





■ Style: 1 or 2-Player Head-to-Head Robot Fighting  
■ Special Features: Ranged and Toe-to-Toe Combat;  
Two Views, Eight Robots to Choose From  
■ Created by: Sega  
■ Available: Now at an Arcade Near You

By Ryan MacDonald



**S**ega unleashes giant fighting robots at arcades everywhere. Virtual On Cyber Troopers is one of the newest games to hit the arcades. It is a 3-D polygon fighter/shooter that is a little like Soul Edge and a lot like Cyber Sled. It features eight mech-type robots that each have their own special weapons and abilities. Two control sticks allow a player to maneuver the robot in any direction desired. A trigger on each stick allows for the use of two different weapons, one in each of the robot's hands. When the triggers are used simultaneously, a third, more powerful weapon is fired. Thumb buttons are used for a boost of turbo speed. Not only can players move forward, back, left, and right, but they can leap into the air as well. (Tip: pull the sticks apart again in order to rapidly descend). Two views of the action can be used, one from behind the robot's back, the other a first-person view. A typical "lock-on" feature is used for ranged combat against opponents and a second not-so-typical close range lock-on allows players to step up and fight toe-to-toe in Combat mode.



#### RYAN, THE ARCADE ALCHEMIST

**Concept:** 8 "The first thought that ran through my mind when I saw Virtual On was, 'Wow! That looks really cool.' The graphics are half bad. Everything is extremely bright and fast. I really liked the dogfight section that puts you into Combat mode. I must say that playing general human opposition is a let me down, particularly when you can hear English in your opponent's mode of dialogue. After you cut his robot in half with a massive sword swing, however, the computer is probably going to be little trouble at times. The last part is way too easy though. Go to your arcade and check it out. (Just tip: naked and Baldie Bow are good to use.)"

**OVERALL:**  
**8.5**

**ARCADE  
BRIGADE**

# GRAND GLANCE

## Dragonheart: Fire and Steel

### PlayStation Preview

Rating: E

Style: 1-Player Side-Scrolling Action and First-Person Action (Riding a Dragon)

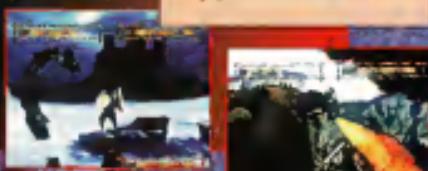
#### Special Features:

Seven 2D Rendered Dragons, 120 Different Fighting Moves, 48 Characters Rendered With Fragments From the Movie, Both Arms Used for Fighting Dragons in Arcades, Story Action, Voices From Actors in the Film Including Sean Connery

Created by: Acclaim

#### Available:

September for PlayStation (also Saturn and PC)



We took a gander at Dragonheart at E3 and it appeared to be a somewhat standard side-scrolling action game. We don't actually have a workable copy of the game yet so it is hard to see progress, but what we didn't see was the first-person dragon riding scenario that Acclaim promises in their press release. Let's hope they realize anything less than Panzer Dragon 3 will be a letdown. Acclaim also tells us that there will be seven rendered dragons which were too evil for the movie. We assume they're talking about bosses. We hope Acclaim breaks the oh-so-rarely broken mold of average games with movie licenses.

## Wing Commander 3

### PlayStation Review

Rating: E

Style: 1-Player Space Combat Flight Sim

#### Special Features:

Definitely Improved Load Times, Five Custom Ships to Fly, Memory Card Save, 8 Games and 7 Missions, 3 Hours of One-Action Missions, 50 Missions

Created by: Origin EA

#### Available:

Now for Sony PlayStation

### Overall: 8.5



## College Football '97 USA

### Genesis Review

Rating: E

Style: 1 to 4-Player Football

#### Special Features:

112 Real College Towns, Tournament or Sand Games, Player Captain, Season With Statistics, Training, Adjustable Penalty Settings

Created by: EA Sports

#### Available:

Now for Sega Genesis

### Overall: 6.75

College football has begun another exciting season and that means another edition of EA Sports' Genesis football. College Football '97 USA is basically an update of last year's game with the addition of a player creator and two difficulty settings. Regrettably, after numerous updates of existing football engines, this game seems fairly drab. The play control is solid in normal EA fashion, but you can't help being a little frustrated by the lack of anything new to the look or play. Again, with most of the new 16-bit sports games, the hard-core fan will enjoy the updates and new gamers seeking a football cart are better off with discounted older editions. A purchase warrants a trial or rental.



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**Game  
Informer**

### CANDY (HONEY)

Front Kick - F F + K + G  
Candy Snap - F F + P  
Candy Scratch - DF DF + P  
Sweet Uppercut - F D DF + P  
Double Scratch Kick - D G + K K  
DvP D K K P  
Bambo - P + K + G P + K + G  
Launch Kick - WF U GS + K  
Air Dive - B + P + K + G (below air)  
Arrow Kick - F B, F B + P + K + G

### Legend:

U = Up	P = Punch
D = Down	K = Kick
F = Forward	G = Guard
B = Back	

### PICKY

Front Smash - U D + K  
McTeat Kick - D DF F + K  
Bowed Sam - B F F + P  
Jumping Board Slam - UB DF + P  
Spinner Dance - F P F + P F + K  
Ollie Heel Smash - D + K K + G  
Pride Slam - DF U GS + P  
Smash Kick - D + P + K + G  
B + K (below)  
Air grab - B + P + K + G (below air)  
Arrow Kick - F B, F B + P + K + G

### GRACE

Knife Kick - B D + K  
Vertical Kick - DF DF + G  
Knife Chop - P + G  
Berkland - F P + P  
Rapid Punch - F P P P, P

**TRAINING**

Take this card with you to your local arcade  
and show 'em who knew all the moves!

Job Spin Kick - P D + K  
Crossing Kick - K + G, K K  
Cross Upper - G + G, DF + K, K  
Breakout (in air) - F G + G  
Shoulder Bash - P + G  
(below running)  
Shoulder Smash - P B + P + G + G  
Arrow Kick - F B, F B + P + G + G

### BAHN

Uppercut - DF + P

High Kick - F P + K  
Close - B P + P  
Check - G P P + P + K  
Headbut - P + K + G (blast)  
Raging Dragon - F D DF + P  
Raging Dragon Guard - D D DD +  
P F D DF + P  
Shoulder Bash - P + G  
(below running)  
Arrow Kick - F D F B + P + G + G

**FIGHTING VINES**

**#28**

# FIGHTING VINES

**AXEL**

Vine Kick - K + G  
Guitar slash - B, F + P  
Double Uppercut - QF + P, P  
Rockin' Kick - F + P, K, F + P + K + G  
Axel Power - DF + K, F, F + K + G  
Vine Smash - DF, DF + P, P  
AGDC - F + K + G, D, DF, F + K,  
D, DF, F + K  
Flying Guitar Smash - UF, U, US + P  
Shoulder Smash - F + G (while  
running)  
Armour Bash - F, B, F, B + P + G + Q  
Vintage Ray (B, B + DF + LP)  
Amy Ballz - B, B + LP

**TOKIO**

Pip Kick - B, D + K  
Axel Fury - F + P, P, D, F + P  
Vine Kick - B, B + G, B, K  
Swinging Spin Kick - D + K + G, K, K  
Destroying Triple - D + K + Q, K, K  
Control Kick - (D + K + G, F, K)  
Spoon Kick - F + K + Q, K  
Fury Center - K, F, P, B, K  
Armour Bash - F, B, F, B + P + G + Q  
**SAHMAN**  
Swinging Dash - D + K + G  
Uppercut Center - DF + P, P, K  
Chopper - B, F + P, F, P

Hammer Time - D + P + K + G, D +  
P + G

Jumping Hammer - UF, U, US + P  
Dropkick - F, B + K (in air)  
Battering - F, B + P + G, B, B + P +  
G (spins)  
Armour Bash - F, B, F, B + P + G + Q

**JANE**

Twinkie Smash - Q, DF, F + P  
Power Smash - F, F + P  
Springy Smash - B, D, D, DF, F + P  
Dragon Wiper - F, D, DF + P  
Twinkie Spins - F, F, D + K, F + P  
Spanking Kick - D + K + Q, K  
Knee Crash - B, D, F + K + G (while  
Head Smash - B + P + G (while

Armour Bash - F, B, F, B + P + G + Q)

**MAHLER**

To select Mahler, the machine  
must have played 10000 or  
more head-to-head matches.  
(Press **SELECT**)

Hold the joystick up  
Press **START**

Keeping the joystick up, move the  
character selection bar to the  
left of selectable characters (to  
the right of Pippy or the  
left of Qince).  
Press **START** after 5 seconds

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## Machinehead

**Saturn****Preview****Specs:**

1 CD-ROM

**Style:** 1-Player First-Person  
3D Sci-Fi Shooter**Special Features:**15 Missions,  
360° Rotating Screen,  
Turret Systems, RPK,  
10 Deadly Missions,  
over 100 Enemies**Created by:** Diller**Available:**

This Fall for Saturn

Dr Kimberly Stride has a bomb strapped to her back and must battle across a post-apocalyptic Earth to find her evil assistant, Orville. Orville is of course responsible for the current state of the Earth to help Dr Stride in his quest you'll have weapons like lasers, flame throwers and plasma mines. Use these weapons against a host of evil, bio-infected creatures such as zombie clowns, horsehead machines and dog-bats. Machinehead uses fully-rendered polygon graphics in creating a rotatable world full of action, adventure and chase. An important addition to Saturn's thin selection of first-person action/adventure titles.



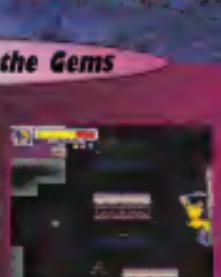
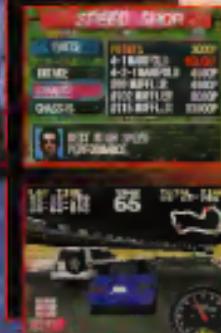
## Tokyo Highway Battle

**PlayStation****Review****Specs:**

1 CD-ROM

**Style:** 1-Player  
Racing Simulation**Special Features:**Races of Tokyo, Main  
Track, Over 70 High  
Performance Upgrades,  
Competitor, Practice and  
Vs. CPU Modes,  
12 Car Choices**Created by:**  
Bullet-Proof Software  
for JAPAN**Available:**  
Now for PlayStation

A realistic racing game? Sound too good to be true? Well, Tokyo Highway Battle comes close by returning racing to the realm of mechanics and engine building. Win races to earn points in order to purchase parts. Preview each course to decide which parts to purchase. A huge hit in Japan, THB will delight gear-heads and racing fans alike. Great close up graphics make up for distant pixelation. Noteworthy car upgrades change the feel of the car after each race. Such a variety of cars and parts will no doubt make THB a winner.

**Overall: 7.25**

## Marvel Superheroes in War of the Gems

**Super NES** **Preview****Specs:**

16 Megabits

**Style:**

1-Player Action/Platform

**Special Features:**Choice of Five Superheroes,  
Multiple Special Moves,  
Password Save**Created by:** Capstone**Available:**

October for Super Nintendo

Fans of X-Men: Mutant Apocalypse can look forward to a Marvel Superheroes Sequel based on the same engine. War of the Gems will feature five heroes to choose from at the beginning of each mission. These are Spider-Man, Captain America, Iron Man, Hulk, and Wolverine (who is very much as he was in Mutant Apocalypse). The levels are somewhat dynamic in that the heroes you choose will effect how you solve each mission. Roughly translated, this means that Spider-Man climbs over the wall, Hulk breaks through it. The characters all have at least five special moves that should keep Marvel action-platformer fans slap-happy for hours after the gaming is done.



## VR Golf '96

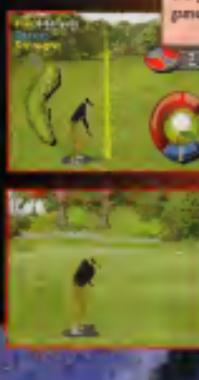
PlayStation Preview

**Stats:**

1 CD-ROM

**Style:** 1 to 4-Player

Golf Game

**Special Features:**2 Commentators,  
Create Player Options,  
8 Play Types, Multiple 240°  
Camera Angles, Detailed  
Shot Control Options**Created by:** HI-Sports**Available:**Grazer (or PlayStation  
(Saturn Anticipated))

Look out golfing fans: VR Golf '96 just might be the best golf game for the PlayStation. Choose from the many game types including 18-hole tournaments, skins, or team play. While the game offers two course choices, VR Sports promises additional discs to upgrade the course options. As each hole begins, opt to fly over the hole or do a walkthrough as the commentators suggest tips on how to play. Use the 360° camera rotation to view pin placement or to get yourself safely out of the woods. With a caddy to suggest clubs and a shot selection screen, VR Golf '96 has everything you've ever wanted in a golf game and more.

## True Pinball

Saturn

Review

**Stats:** 1 CD-ROM**Style:** 1-Player Video Pinball**Special Features:**4 Tables, 2 Virus, Nudging,  
High-Res 3D Graphics,  
Pinball Realism**Created by:**

Grazer for Sega

**Available:**

Now for Saturn

**Overall: 7.25**

## Dream Team Basketball

PlayStation Preview

**Stats:**

1 CD-ROM

**Style:**

1 to 4-Player Basketball

**Special Features:**Multiple Camera Angles,  
32 Teams, 2 Arenas,  
Signature Moves,  
On-The-Fly Ray Calling**Created by:** Edens**Available:** September  
for Sony PlayStation  
(and Sega Saturn)

Ever felt like you needed to beat up on a smaller country or make a debauch out of an Olympic contest? Well here's your chance with Edens Interactive's Dream Team Basketball — another gift to the most pumped up basketball game in the world. Featuring players like Shaquille O'Neal, Hakeem Olajuwon, Karl Malone, and Charles Barkley, the Dream Team is prepared to take on such powerful opponents as Greece and Lithuania. Sound like fun? Well it is, if you're looking to put more money into the pockets of professional players for defeating lesser teams, rather than keeping the Olympic spirit alive with all amateur players, then you'll find lots.



# Alien Trilogy

Saturn. Preview

**Size:**

1 CD-ROM

**Styles:** First-Person Action/Shooter

**Special Features:**

Multi-Side Power-Ups, Numerous Weapons, Secret Passages, Plot Line, Sequel to *Alien Alien* Movie

**Created by:**  
Action

**Available:**  
Now for Saturn

Good News for *Alien* owners: Ripley's back! But so are her alien foes. Start in the colony complex, work through the derelict spaceship and break the prison colony. Throughout each sequence are weapons such as flame throwers, smart guns and grenades to battle the likes of dog aliens, company soldiers and face huggers. Find the queen on each level in order to advance. To help you on your quest, you'll discover autotappers, night vision goggles, survey charges and much more. Learn shortcuts through air ducts and secret passages. Good luck, watch your back, and don't get impregnated by any aliens. The universe is counting on you.



## Bust-A-Move 2: Arcade Edition

PlayStation Review

**Size:**

1 CD-ROM

**Styles:** 1 to 2-Player Puzzle Game

**Special Features:**

Solo, Mr. Computer and vs. Player Modes, Multiple Skill Levels, Continue Option With Memory Card, Mail Order, Puzzle Action

**Created by:**  
Tonic for Action

**Available:**  
Now for Sony PlayStation

**Overall: 8**

Yeah, hey, all right, ab: *Bust-A-Move*. For those who relish addictive puzzle gameplay, *Bust-A-Move* Arcade Edition 2 is a solid contribution to any video library. We especially enjoyed the head-to-head competition. Use a strong move to jeopardize your opponent's position (there's nothing more frustrating). The object is to line colored bubbles up into the screen forming combinations of three or more. These combinations then explode often launching adjoining balloons. There are also special balloons that clear paths, destroy a circle of balloons, etc. *Bust-A-Move* 2 remains true to the original, a great game for people of all ages.



## Triple Play: Gold Edition

Genesis Review

**Size:**

16-bit

**Styles:**

1 to 4-Player Sports Game

**Special Features:**

New Professional Mode, 1998 Updates, Hot & Cold Strike, Injuries, Collision, Draft, Trade and Create, Player Modes, Better Scoring Options

**Created by:** EA Sports

**Available:**  
Now for Sega Genesis

**Overall: 8.25**

Fans of the original *Triple Play* won't find much difference in the '98 update. Those who don't own last year's version will definitely want to check it out. One of the best four-player sports games for 16-bit, *Gold Edition* retains the great aspects of the original. A wide selection of pitches, good fielding and challenging AI all deserve mention. Use the manager mode to direct a game from the dugout or select the new professional mode for enhanced realism. Choose a Full Season, All-Star Playoff or Championship. Probably the best baseball game for Genesis, but not enough has changed since the original.



You may or may not have the new Mario 64 in your greedy little hands yet, but you will soon enough, and Game Informer wanted to make sure that you had a guide to help you through this monster game. While you can defeat the game with only 70 Super Stars, the only way to get to Yoshi is with all 120 Stars, which is by no means easy. The Stars break down like this: there are seven total Stars on each level and fifteen Stars hidden within the castle. Besides the location of all the Stars, we have also added a couple of hints for some troublesome areas that we think might help you in your quest.

### THE CASTLE STARS AND 1 SWITCHES

#### 91 Princess Room

On the first floor there is a room with three stained glass windows of the Princess. Jump into the window on the right and you will get a Star at the bottom of the course.

#### 92 Princess Room

Finish the course in under 21 seconds and you'll receive a second Star.

#### 93 Bowser #1

Collect all 8 Red Coins on his course and you'll be rewarded with a Star.

#### 94 Bowser #2

Collect all 8 Red Coins on his course and you'll be rewarded with a Star.

#### 95 Bowser #3

Collect all 8 Red Coins on his course and you'll be rewarded with a Star.

#### 96 Green 1 Switch Room

The Green Switch room is located inside Course 6. Enter the area where the boulders are rolling down and follow the level until you enter Nessy's Swamp. Use Nessy to reach the only unoccupied gray door. Enter, and then jump into the Chrome pool. Collect all 8 Red Coins on this course and you'll be rewarded with a Star.

#### 97 Blue 1 Switch Room

On the basement level of the castle you want enter the door to the left of Course 6. Swipe to the room with two elevators rising from the water. Do a Beam Slam on both elevators and they will smash into the ground and lower the water. Now go outside and follow the empty road to the right and you will find a hole in the ground that leads to the Blue 1 Switch. Collect all 8 Red Coins on this course and you'll be rewarded with a Star.

#### 98 Red 1 Switch Room

To access the Red 1 Switch room you want have at least ten Stars and have defeated the first boss. It appears as a ray of light

# SUPER MARIO 64

## Play to Perfection

A GAME INFORMER STRATEGY GUIDE



coming from the ceiling on the first floor. Look up at it and you will be transported to the Red 1 Switch Room. Collect all 8 Red Coins on this course and you'll be rewarded with a Star.

#### 99 Talk to Toad

Before you enter the Chrome pool for Course 6, make sure you talk to Toad and he'll give you a Star.

#### 100 Catch the Golden Rabbit

Collect over fifteen Stars and a rabbit will appear in the basement level of the castle (levels levels 6-9 are located). Catch him with the B button and he'll give you a Star.

#### 101 Catch the Golden Rabbit

Find over fifty Stars and he'll return with yet another Star.

#### 102 Talk to Toad

On the second floor of the castle (levels levels 10-13 are located), there are two Toads lurking in the shadows. Talk to both of them and you'll get another Star.

#### 103 Talk to Toad

On the third floor of the castle (levels levels 14-15 are located), you will find a Toad that will give you Star.

#### 104 Water Room

Inside the room with Course 5 there are two recessed aqueducts on either side of the room. One holds a 1-up mushroom and the other a teleport to an underwater world. Collect all 8 Red Coins on this course and you'll be rewarded with a Star.

#### 105 Shy Room

On the third floor (where areas 14-15 are located) there is a lighted area to the left as you enter the room. Collect all 8 Red Coins on this course and you'll be rewarded with a Star.

## COURSE 1 (Bomb-Block World)

Location: The door to the far left as you enter the first floor of the castle.

- 1. The Boss at the top of the mountain holds the first Star.
- 2. Race the Koopa to the top of the mountain and you'll receive the second Star.
- 3. After you talk to the Bomb-Block and gain access to the canyon, you can reach the third Star on the island that's floating alongside the mountain.
- 4. Collect all eight Red Coins.
- 5. Use the canon on the floating island to blast through the five gold coin rings. If you collect all five gold coins from the center of the rings you'll receive the fifth Star (Note: It is easier to accomplish the task if you have avoided the Red 1 Switch).
- 6. Smash in the part holding the Chomp Chomp and he'll smash through the gate behind him and give you access to the sixth Star.

**Power Star:** Collect 100 Gold Coins.



## COURSE 2 (Castle World)

Location: Second door from the right as you enter the first floor of the castle.

- 1. Tickle the man-eating Boss at the top of the level to get the first Star.
- 2. The Boss has been replaced by a tower at the top of the level. Climb it and you'll get another Star.
- 3. Use the canon to the left of the pool of water to blast to the platform below the large Hippo. Ring Another Star.
- 4. Collect all eight Red Coins.
- 5. At the beginning of the level above the tree and an owl will appear. Grab onto the owl and he will fly you to the top of the level. Maneuver yourself over the Super Star and drop down to rob another Star.
- 6. Use the canon to blast Mario into the corner of the wall on the far side of the rotating platform.

**Power Star:** Collect 100 Gold Coins.



**Power Star:** Collect 100 Gold Coins.



#### COURSE 4 (Ice World)

**Location:** Second door from the left as you enter the first floor of the castle.

- 1 Enter the staircase of the house at the top of the hill and successfully slide to the bottom of the mountain (Note: there is a hidden passage at the first bended turn. Follow the row of coins leading into the wall and you'll be rewarded with 1-ups).
- 2 For the second Star, simply bring the baby penguin from the top of the mountain to his mother at the bottom.
- 3 Go back into the house and beat the penguin down the slide and you'll receive another Star (Note: short-cuts won't help).
- 4 Collect all eight Red Coins.
- 5 After you have completed the first four Stars a snowball will appear at the top of the staircase. Take him down to the snowball face and stand in front of it to create a giant snowman. Talk to him and he'll give you a Star.
- 6 Use the rope trolley to get to the pink Peach-owl so he'll open the canopy door. Now use the sawmill to blast to the level just beneath the top of the rope trolley. Work your way up the path and use a jumping wall kick to reach the top level and get the Star.

**Power Star:** Collect 100 Red Coins.

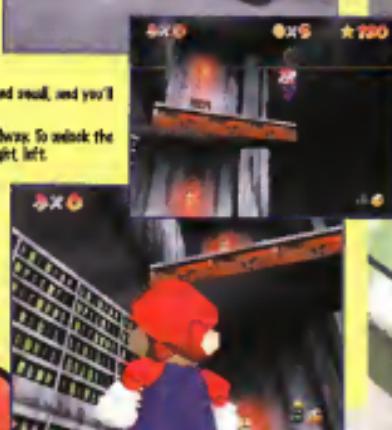


#### COURSE 5 (Ghost World)

**Location:** Batt Stamp the big ghost in the courtyard. To get to the courtyard simply enter the brown doors on either side of the center staircase on the first floor and then go down the hall.

- 1 Kill all the small ghosts on the first level (a la Batt Stamp) and a large ghost will appear in the walk hall. Destroy him and the Star is yours. This also creates a staircase to level 2.
- 2 Now go to the staircase at the bottom of the small house. Kill all the ghosts, big and small, and you'll receive another Star.
- 3 Go to the library on the left side of the second floor and go to the end of the hallway. To unlock the Star behind the wall you must press the three switches in this order: center, right, left.
- 4 Collect all eight Red Coins.
- 5 This owl's trick! Go to the small library on the right side of the second floor. Jump up onto the raised portion of the floor and look up. You'll see a ledge above that you must use the jump kick off the wall to reach. Go up and defeat the ghost and prepare to scream. To get the Star you must jump to the flat portion of the roof to your left or right and then super jump back to the middle. Very difficult!
- 6 For the final Star you must go back to the small library, but this time you must grab the Blue ! Bar before you go up the wall. Once up, go through the pictures of the ghost and then defeat the eyeball (as he shoots at you, run around him until he disappears).

**Power Star:** Collect 100 Red Coins.



## COURSE 6 (Under World)

**Location:** Go to the basement and follow the hallway to the right. Course 6 is the door just to the right of the Fire World (Course 7).

- 1 Go to Henry's Swamp (via the rolling rock area) and you'll find a Star sitting in the willow. Tap on Henry's back to reach it. Don't worry, it's a harmless procedure.
- 2 Collect all eight Red Coins.
- 3 Head back to Henry's Swamp, but this time hit the Green Switch and turn into Cheepcheep. Follow the path underwater to the blue floor switch and then enter the door behind the newly opened gates. The Star is just two short super jumps away!
- 4 To find the fourth Star, run through the acid trenches until you find a single walk. Use the Mario Gun to find a ledge and then use a super book tip to get up high. Run through the door, grasp the girder above, and follow the coils to the Star.
- 5 Head back to the acid trenches and get back to the single walk. To the right of the passage you just jumped up to you'll see a wall with green vines works. Above them is another secret passage. Back flip up and head down the passage and you'll find the fifth Star.
- 6 Finally, head back to the rolling rocks and go to the left side of the cavern. Turn towards the door and look up and you'll see the Star. Use the wall jump technique to reach it!

**Bonus Star:** Collect 100 Red Coins.



## COURSE 7 (Fire World)

**Location:** Go to the basement and follow the hallway to the right. Course 7 is the picture of the fire creatures.

- 1 Follow the path until you get to a large Viking Bow. Knock him into the lava and you'll receive a Star (Note: don't knock him to the edge and then fling because owl).
- 2 At the far right side there is a group of three small Viking Bows. Knock them into the lava and a large owl will appear. Knock him in and the Star is yours.
- 3 Collect all eight Red Coins.
- 4 As you enter the level there is a wall of gothong that is hiding a Star. Work your way across the platforms and then use the rolling log to reach your prize.
- 5 Jump into the volcano (when it isn't erupting) and you'll be transported to the center. Work your way up the side path: make a couple of jumps, and the pointed, sharp thing is yours.
- 6 Head back to the volcano, but this time take the moving platform that spirals upward. Reach the top and your job here is done.

**Bonus Star:** Collect 100 Red Coins.





## COURSE 8 (Desert World)

**Location:** Go to the basement and follow the hallway to the right. Take a left at the picture of the fire兄弟 and follow the path until you reach a dead end. Now, jump onto the false wall (tricky!).

- Find the Star from the vortex flying by the coins next to the pyramid (Note: you can run up the sides of the checkered pyramid).
- Climb the outside of the pyramid to the top and you'll find the Ikoins you seek.
- Enter the pyramid and go all the way to the top. Easy!
- Make your way up the inside of the pyramid so that you can fall onto the top of the checkered box in the middle of the structure. Go to the edge of the wall with the hole in the side. Walk off the edge and immediately press back towards the structure and Mario will grab onto the ledge. Go down and battle the hawk boss for the Star! Hint: hit the eye when it's open.
- Collect all eight Red Coins.
- To get the sixth Star you must collect five specific gold coins inside the pyramid. Starting at the highest platform in the pyramid is a river of sand. There are two coins out in the river and three that can be reached by falling onto the three platforms to the left and right as it flows from the top.

**Focus Star:** Collect 100 Gold Coins.



## COURSE 9 (Water Level 2)

**Location:** Go to the basement and go to the Star door directly to your left as you enter (Note: you must have thirty Stars to enter). Jump onto the submerged water at the end of the hall.

- The first Star is on top of the submarine. Use the floor 1 Switch to create a bridge to your prize.
- At the beginning of the level swim all the way to the bottom and then open all five sheets in order. Start with the sheet next to the claw and work your way around the bottom counter-clockwise until you get to the final sheet next to the vortex.
- Collect all eight Red Coins.
- In the back cavern there is a water jet shooting up rings of water. Go through five rings in a row and a Star will appear. To get the Star simply hit the Green 1 Box and use Gyrados to fetch it.
- The Manta Ray in the front cave also sends out rings of water. Swim through five in a row and a Star will appear.
- In the back cavern there is a Star behind a wall of coral. Use the Wail 1 Box to turn into Molecular Mario and then walk through the wall and rob the Star.

**Focus Star:** Collect 100 Gold Coins.





## COURSE 10 (Ice World 2)

**Location:** On the second floor which can only be accessed by the Key from Bowser #1, you'll find a door surrounded by brick that leads to a hall of mirrors. Take a left as you enter the hall and look in the mirror. You'll see a snow level that is only in the reflection. Jump into the corresponding wall.

- Head to the top of the mounds, via the ridge just past the snow wave machine, and talk to the people. Now you must match his waves to make it across the icy bridge without being blown off. The Star is just around the corner.
- Stealthily knock the Viking Ice ball into the water to rack up another Star.
- Solve the 3D puzzle maze right at the beginning of the level.
- Just to the left of the snow wave machine is a helicopter snowman in the water. Jump off his head and you can fly over the ridge directly behind him. The box on the left is a Star and the right box is a turtle shell which is necessary to get the Red Coins beneath the Viking ice ball.
- Collect all eight Red Coins.
- Use the Turtle shell to get to Star #4, but this time go to the ramp with coins leading up the mountain just to the left of the snow wave machine. Enter the Igloo and use the Blue ! Box in the corner to pass through the walls and get the Star! (Note: one wall around the Blue ! Box is shorter than the other).

**Power Star:** Collect 100 Gold Coins.

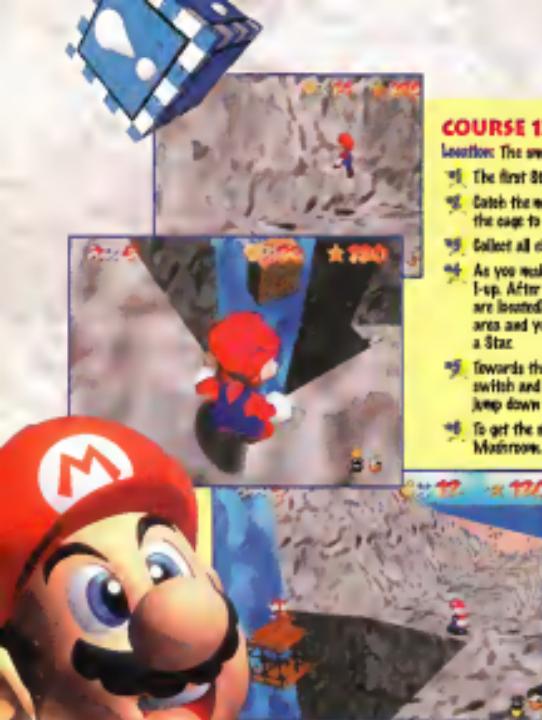
## COURSE 11 (Water Skimmer World)

**Location:** The picture of the water spider that you see as you enter the second floor (before levels 10-13 are loaded).

- Cross the water to the third highest level and then travel east to the small platforms with direction arrows on them. Ride them across to the Yellow ! Box that contains a Star.
- Work your way up to the spinning platforms and then jump to the orange platforms with a Yellow ! Box. Beat it for the Star.
- To collect the third Star you must touch the five secret spots. The first is the Yellow ! Box on the column to the right of the floor ! Switch. The second is the Yellow ! Box above Star #4. Now you must drain the water to the lowest level. The third spot is behind the push box just below Star #4. The fourth is the Yellow ! Box to the right of the push box and the final spot is the push box at the base of the structure.
- The grate cage just above the Blue ! Switch holds the fourth Star. To get it you must first drain the water to its lowest level so you can break the box at the bottom of the cage. Now, without raising the water, get back to the floor ! Switch. Rip it, and climb to the top. Here's where it gets tricky. You must ride the elevator down, hop off, and then get back on inside the cage before the elevator heads back up. We found that a back flip works best.
- Collect all eight Red Coins (which are found in the same area as Star #4).
- To get the sixth Star you must travel to the second area in this level. To get there you must raise the water to its highest level (the button just up and to the right of the long grate cage in the corner). Now go to the floating plank just to the right of the platform with the Pink Bomb-web. You MUST triple jump on this tiny platform to get up to the Bomb-caps. After you make this jump, talk to Blue and he'll open the canopy. Blast through the sky into the low grating in the corner. Swim down and around and you'll find the hidden area. Swim down to the bottom in the corner and drain the water. Look around and you'll see a floor switch. Remember that! Go to the Blue ! Switch and become Melonhead Mario! Now run and flip the floor switch and then run to the long grate with the Star inside. If the switch runs off set, you can also use a wall-jump to get up to the Star.

**Power Star:** Collect 100 Gold Coins.





### COURSE 12 (Mushrooms World)

**Location:** The small picture of mushrooms on the third floor.

- 1. The first Star is at the very top of the mountain.
- 2. Catch the monkey at the very top of the mountain and follow him. He will open the cage to the second Star.
- 3. Collect all eight Red Coins.
- 4. As you make your way up the mountain there is a long jump right next to a 1-up. After you make the jump, walk up to the next corner where five coins are located and look at the side of the mountain. Jump into the odd colored area and you'll be transported to a slide that, when finished, will take you to a Star.
- 5. Towards the top of the mountain you'll encounter a floor 1 Switch. Break the switch and run up to the top of the waterfall. The secret box will allow you to jump down to the Star.
- 6. To get the sixth Star you want use the Cannon to shoot out to the Star on the Mainstage. The Pink Koopa-oak that you want talk to is just below the first monkey and the suncon is located just below the single mushroom by the gophers. To get to it you want super jump out to the large mushroom and then super jump again to the landing below.

**Power Star:** Collect 100 Gold Coins.



### COURSE 13 (Big and Small World)

**Location:** Enter the door to the left of the water spider level. The picture to the left makes Mario big, the picture to the right makes Mario small, and the picture in the middle does nothing (Note: you can also change Mario's size on the level by jumping into green pipes).

- 1. At the green pipe located next to the floor 1 Switch, destroy all the plants as small Mario and you'll get a Star.
- 2. Go to the top of the mountain as small Mario and break open the Yellow 1 Box and you'll get a shiny Star.
- 3. As small Mario you'll find a Koopa Troopa waiting just beyond where the bats come out of the mountain next to a small pool. Beat him to the flag and he'll squeeze off a Star.
- 4. To get the fourth Star you want find five secret Spots as big Mario. They are located at the top of the mountain...next to the conveyor...by the origin of the rolling sawmill bats...the cave that leads to the eight Red Coins...and the tunnel right at the beginning of the level.
- 5. Collect all eight Red Coins.
- 6. For the sixth Star you want go to the top of the mountain as big Mario and beat mewt into the center of the pool of water so that all the water will drain and reveal a hidden passage. Turn back into small Mario and jump in. Beat the caterpillar inside and you'll get the sixth Star.

**Power Star:** Collect 100 Gold Coins.





### COURSE 14 (Clock World)

**Location:** As you enter the third floor, it is the clock face directly in front of you. Jump in right on the hour and the clockworks inside will stop; however, for some Stars the clock must be working.

1. Head up the clockworks and you'll come across a cage with a Star in it. What are you waiting for? Go get it!
2. Head back up the clockworks, but this time go further than you did before until you reach an area that looks like a mix between a vacuum and a spirograph. Just past here there is a chasm that you must jump across. Go to the other side and rub the Star.
3. As you climb up the level you'll notice a clock hand moving in the middle. Hop on the hand and swing around to the third Star. (Note: the clock must be moving to get this Star.)
4. Swing all the way to the top of the level and jump onto the clock hand and swing over to the conveyor belt. Jump onto the blue stomping stone and then jump out to the Star! (Note: the clock must be moving to get this Star.)
5. This Star is directly above Star #2. To get there you must jump out onto the top of the yellow cage that you'll see just past the heart refill! (Note: the clock must be moving to get this Star.)
6. Collect all eight Red Coins.

**Power Star:** Collect 100 Fold Coins.



### COURSE 15 (Rainbow Road)

**Location:** Just to the right of the clock on the third floor.

1. The first Star is on top of the flying ship. To get there you must take the carpet on the left when you reach a fork in the rainbow road.
2. The second Star is on top of the castle in the sky. To get there you must take the carpet on the right when you reach a fork in the rainbow road! (Note: use the back flip to make the more difficult jumps.)
3. Collect all eight Red Coins.
4. Take the route to the left of the Red Coin area and follow the path. After going across numerous swings you'll come to a split in the road. Go forward toward the small pyramids. Make it up the pyramid path and you'll be rewarded with a Star.
5. Follow the same route as Star #4, but this time head up the large incline and then follow the path to the next Star.
6. The sixth Star can only be reached by the canon at the back of the flying ship where you found Star #1. To enable the canon you must talk to the Pink Bomb-omb in a secret area of the Red Coin zone. To get there you must go to the spot with the heart refill. Now, a la Metroid, you must jump back and forth off the walls until you reach the top of the structure. Walk to the end and talk to Pinky. Now go back to the ship and launch out of the canon through the rainbow hoop at the flagpole on the small island. There you will find a Yellow ! Box with the Star.

**Power Star:** Collect 100 Fold Coins.

## Killer Instinct 2 – Arcade

Finally, the code is revealed. Our free subscription contest winner is Dominic "K2 Pro" Santek of Faustburg, MN. Well done, and keep an eye on him! To access and play as Gargos, follow these simple instructions. At the fighter selection screen hit: FP, MP, MK, FK, MP, CP, CK, MK. You should hear a weird sound at the completion of the code. Now go between Maya and Fulgora. The code is not permanent. Dominic also gave us a lot of Gargos' moves. Check 'em out.

### Special Moves

#### Fire Street –

D, DF, F, FP (Hits 4 Times)

#### Fly –

Tap button 3 times in the air

#### Air Fireball –

D, DF, F, FP

#### Double Claw Dash –

Charge B, F, CK, MK or FK

#### Shoulder Dash –

D, CB, B, MK or FK

#### Jumping Overhead Slam –

D, DF, F, FP

(Can Be Used in the Air)

#### Laugh – D, DB, B, FP

#### Upcercut (regular) –

D + FP

#### Upcercut (strong) –

F, D, DF, FP

#### Combo Breaker –

F, D, DF, P or K

#### Throw – F + FP

#### Air Juggle – B, DB, D, DF, F, FK

### Combos

#### Combo Starter –

Jumping Overhead Slam, Double Claw Dash, and Shoulder Dash

#### Combo Breaker –

Strong Uppercut, Fire Street

#### ?? Hit Combo –

(Double Claw Dash) Charge, B, F, FK, then CK or CP, (Strong Uppercut), and F, D, DF, FP

#### ?? Hit Combo –

(Shoulder Dash) D, CB, B, MK, CK or CP, D, DF, F, CP

#### ?? Hit Combo –

(Double Claw Dash), Charge, B, F, FK, MP, (Regular Uppercut), D + FP, now jump in the air and do an Air Fireball, D, DF, F, FP

#### 80 Hit Combo –

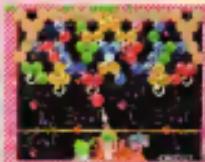
You have to be fast on this one – (Double Claw Dash), (Strong Uppercut), and (Air Juggle). Keep it up. Around the 10th hit, the combo slows down a little. Very impressive Dominic!

Domino Santek  
Faustburg, MN

## HELPFUL HINTS

# SECRET ACCESS

## PASSWORDS-CODES



## Boku Boku – Saturn

**League Mode** – This code is for two or more players only. At the main menu and eyes Start Screen press B, A, C, Up, B, A, C, Up, Start. A sound will confirm the code if it was entered correctly. The League Mode tracks stats for up to five players. Go Rabbit!

**The Violin**  
Uptown, MN

## Star Griffon – Saturn

It's the GI code contest extravaganza! Whoever is the first to figure out what our mystery codes access will win a free subscription. Good hunting and god speed! Enter all codes at the Title Screen

#### Unlimited Ammo –

B, B, B, C, Start

??? – Left, Right, C, A, Start

??? – Down, C, C, A, Start

??? – B, B, B, Down, C, Start

??? –

Up, Right, Down, Left, Z, Start

"Bob Barker"

Eden Prairie, MN

## NBA Give-N-Go – SNEK

At the title screen press Up, Up, Down, Down, Left, Right, Left, Right, B, and A. This should be a noise signal. Now go to the options screen and select Difficulty/Rules. There should be an S next to Level. This will make shooting accuracy go up

Mike Zoback  
Bronx, IL

## Worms – PlayStation

#### Secret Weapons –

To check out some really cool weapons in Worms, go to the Weapons Select screen through the Options menu. Now press \* and # simultaneously about 10 times. When you start a new game, Sheep of Death, Banana Bombs, and Vinguru should be available. Hasta la vista, Wermys!

Dave Raskin  
Boston, MA

## Surf-A-Move 2: Arcade Edition – PlayStation

To access more burlin' action go to the Title Screen (Press Start) and hit R1, Up, L2, and Down. It emulated correctly a little green line will appear at the bottom of your screen confirming that the new Puzzle levels have been added.

"The Rhino"  
Toledo, OH

## NBA Action 2 – Saturn

**More Replay Views** – To access the free floating camera in the Replay Mode simply press down the Right or Left Button and hit Z to change the angle.

**Switch Court Ends** – Enter the main menu and highlight the Select Court option. Hold down the Right Button and press Z to change your court position.

"The Violin"  
Uptown, MN

## Fade to Black – PlayStation

These level codes are from the lovely state of Pennsylvania (sigh).

Level 1 – ■■■■■■■■■■

Level 2 – ▲■■■■■■■■■■

Level 3 – ■■■■■■■■■■■■■■

Level 4 – ■■■■■■■■■■■■■■■■

Level 5 – ■■■■■■■■■■■■■■■■■■

Level 6 – ▲■■■■■■■■■■■■■■■■■■

Level 7 – ■■■■■■■■■■■■■■■■■■■■

Level 8 – ■■■■■■■■■■■■■■■■■■■■■■

Level 9 – ■■■■■■■■■■■■■■■■■■■■■■■■

Level 10 – ■■■■■■■■■■■■■■■■■■■■■■■■

Level 11 – ■■■■■■■■■■■■■■■■■■■■■■■■■■

Level 12 – ■■■■■■■■■■■■■■■■■■■■■■■■■■■■

Level 13 – ■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■

Danny Rosenberg  
Honolulu, HI

## College Slam – PlayStation

Enter this code at the "Tonight's Match-Up" Screen

**Do the Whirlwind Spin –** Up, Right, Down, Left, Up, Right, Down, Left

Robert Beasley  
Houston, Texas



### Mega Man X3 – SNES

Collect everything except a special chip from a pink capsule. Max out your sub-tanks and go to the first Doppler Stage. Now go to the mech pad, get a mech (optional), and go to the first pit you see. Drop down, holding onto the left wall, and go through the hologram wall into a hidden room with a capsule. Hop in and gain every ability enhancing chip! Success will be indicated by Mega Man turning orange. Now go kick some robotic tail!

Nathan Freese  
Columbus, OH

### Battle Arena Toshinden

#### Remix – Saturn

To access all the hidden characters without the hassle of beating the game, enter this code. At the title screen with the "Press Start" prompt, press Up, Down, X, B, A, Y, C, Z, and Start. When you go to select a character, Gao and Sho will be available (but not in story mode). To unlock Capo, you need to move the selection box over to Sho and press Up, Easy!

Ronny Bover  
Allentown, PA

### Panzer Dragon II Zwei – Saturn

**Pandora's Box** – This hidden icon appears only after the game is beaten. The only way to acquire all the options in Pandora's Box is to beat the game with a 100% score and the rank of Winged Death.

**DEC Systems** – Go to the option screen and choose "Full Instruments". Now start a game and press B on Controller 2 while playing.

**X-Y Radar** – Press A on Controller 2 while playing.

**Original Dragon** – To play as the Dragon from Panzer Dragon I, set the instruments in the option screen to Full and save routes 2, 2, and 3 on the appropriate levels.

**Fly Skydive** – Take routes 2, 2, 3, 1  
"Virtual Gap Fly '96"  
Minneapolis, MN

### Guardian Heroes – Saturn

To unlock 99 continues on Normal and Hard difficulty settings, follow the directions below. Go to the options menu. Change the level to easy and start a game. Press Start, A, B, and C at the same time in order to reset the game. Now go back to the options menu and change the level to normal or hard. When you go to load a game you should see "Stage 1 / Continues 99". Start the game and enjoy the continues.

Charlie Kong  
Burnt Valley, NY

### Street Fighter Alpha 2 – Arcade

To access Ryu with Akuma's powers, follow these directions carefully. At the character selection screen, move the selection box over Ryu. Press and hold start for two seconds. Now move the box to Adon for two seconds, then to Akuma for two. Go back to Adon for two seconds and then to Ryu for two seconds. Press all three kick buttons and you should be ready for some Ryu/akuma action.

Desmond Goot  
Boston, MA

2. Release start. Now do a clockwise motion ending at Zangief. (Sagat, Sagat, Rose, Birdie, Charlie, Dhalsim, Ryu, Adon, Chun Li, Guy, Ken, Zangief).

3. Push and hold start for 3 seconds again and enter the following:

1 Punch Button – red outfit  
1 Kick Button – black outfit  
Jab + Strong – blue outfit  
Short + Forward – yellow outfit

### Evil Ryu

1. Hold start on Ryu for five seconds.  
2. Release start and move right to Adon, up to Akuma, down to Adon, left to Ryu.

3. Hold start for 5 seconds again and enter the following:

1 Punch Button – dark blue outfit red gloves  
1 Kick Button – red outfit yellow gloves  
Jab + Strong – white outfit brown gloves  
Short + Forward – light blue outfit red gloves

Evil Ryu doesn't have the air fireball, forward roll, or the hundred demon somersault. He does have a teleport and some juggling combos. Super Pinball – quarter crescent forward (twice), punch

Super Hurricane Kick – quarter crescent away (twice), kick

Reeling Demon – Jab, Jab, Toward + Short, Pierce  
Richard Andrade  
West LA, California

### More Tricks for Alpha 2

#### Street Fighter 2 Dhalsim –

1. At the selection screen, press press and hold start for 3 seconds.
2. Release start. Move once to the left to get Zangief.
3. Move down to Sagat.
4. Move to the right to Charlie.
5. Then move up to Dhalsim.
6. Push and hold start for 3 seconds and press:
1. punch button – orange outfit brown skin
1. kick button – brown outfit white skin
- Jab + Strong – blue outfit brown skin
- Short + Forward – red outfit yellow skin

#### Street Fighter 2 Zangief –

1. Press and hold start for 3 seconds on Zangief.

### Super Mario RPG – SNES

#### Giga Guy's Casino – REVEALED!!

Go to Booster's tower after he wakes up. Play Kite Guy at his game, beat him 9 times in a row or 12 total times and he'll give you the bright card. Now go to the circle of plants in Bean Valley and enter the Northern pipe. There should be a golden Chomp to the left. Now stomp the Chomp, and continue a stomp 'bout ten times. You should hear a weird sound every time you jump. A block and the entrance to the Casino will appear. Check out the game!

Fiona Marquette  
Macomber, CO

### X-Men: Children of the Atom – Saturn

The mutant pupils of Xavier see one step away from saving the world from Magneto's magnetic grip. To help aid their cause enter this start with full special meter code. Start a survival mode match. Choose your fighter and press Start. When the loading screen pops up hold the L and R buttons down for about 8 seconds, then rapid fire with them until the game begins. If everything worked your power meter should fill up before the fighting begins.

Arnold Berger  
Lomita, CA

# Code of the Month!

### Ultimate Mortal Kombat 3 – Saturn

**Hidden Characters** – At the Ultimate Mortal Kombat Screen enter the corresponding Kode to access the character you desire:

Emme – 964 240

Mileena – 700 723

Classic Sub-Zero – 780 520

Dejonghe  
Website, COM



# GAME GENIE

# SWAP SHOP



### Medieval NFL '96 – Genesis

ROXN-951N

Master Code – Must be entered before other codes

AC2A-6AF4

Infinite play clock time  
(two player mode only)

ACRA-6AG4

Team one starts with 0 time-outs

BORA-6AG4

Team one starts with 9 time-outs

ACRA-6AG4

Team two starts with 0 time-outs

BGRA-6AG4

Team two starts with 9 time-outs

RHGA-652E + RHGA-662G

Infinite time-outs

GDDA-7ATH

Touchdowns worth 0 points

### AMMHN! Axel Monsters – Genesis

ACFA-AACC

Infinite lives

AGFA-AACG

Start with very little energy after first life

AAVTA-AAGT

Infinite special screams

AAWA-AACA

Infinite garbage

ADBA-AADJ

Infinite energy

### NFL Quarterback Club '96 – Genesis

ASHT-AAE4

Infinite time-outs

RYZA-A6VT

Infinite time

AWXT-AAB6 + AWET-CACA

Always start on 4th down

ACEA-CAFE

It's always 1st down

PWAA-DATO

Touchdowns are worth 0 points



### Texas Super Bowl II – SNES

DP67-709

3 min. quarters only last 1 min.

C987-C066

Infinite downs

DF8A-17AC

Touchdowns are worth 0

DFBA-17AC

Touchdowns are worth 9

C3C0-4TDC

Computer can't score

A3EE-440B

Infinite time-outs



### Urban Strike – SNES

383C-1682 + D73C-1EE2

Start with 1000 missiles

EE3C-1682 + SE3C-1EE2

Start with MEGA missiles

EE3C-1682 + SE3C-1682

Start with MEGA rockets

EE3E-4682 + SE3E-4682

Start with MEGA shots for the gun

EE16-CB72 + SE16-CB72

Start with MEGA armor

C2C9-C40D

Infinite fuel

SCAC-36F

Infinite amino

C3C5-400F

Infinite lives

### GAME SHARK



### Play Japanese imports on your Saturn!

Owners of the Saturn Game Shark can unlock a universal adapter feature by holding down the X, Y, and Z buttons, powering up their Satans, and pressing start at the first screen.

From... us! The GI guys

### Golden Axe: Dual – Saturn

Master Code –

F6000914 C305

B6002800 0000

Infinite Health P1 –

16378ASC 0080

Infinite Health P2 –

16378BB 0090

### Big Hurt Baseball – PlayStation

Team 1 Always Wins –

80173BD8 000F

### PO'd – PlayStation

Infinite Health –

80075C40 0084

8009ABAB 0084

Hive Jetpack –

8009ABAB 0032

8009AC70 0100

### Chthonian Warriors – PlayStation

Infinite Health –

801DB770 0004

Infinite Starsword –

801DB774 0084

Infinite Lives –

801DB768 0094

### Top Gun – PlayStation

Infinite AGM Missiles –

801CFECC 0084

Infinite MIRV Missiles –

801CFECC 0094

Infinite Sunshells –

801CFEBC 0064

### Big Hurt Baseball – Saturn

Master Code –

F6000914 C305

B6002800 0000

Player 1 Always Wins –

801MDAB8 0500

Player 2 Always Wins –

161ADBA8 0005

Ultimate



### Saturn/Arcade

Legend: It – low kick  
Hk – high kick  
Ip – low punch  
Hp – high punch

### Reptile

Venom Split – forward, forward, hp  
Mystic Blow Drb –  
back, back, hp + ip  
Mystic Fast Drb –  
forward, forward, hp + ip  
Lizard Trip – back+ip+block+hk  
Lizard Mist – up, down, and hk  
Fake Lizard Mist –  
up, down, hk, hc  
Lizard Dent – back, forward, hc  
Fatality # 1 – back, back, forward,  
down + block [sweep]  
Fatality # 2 – forward, forward, up,  
up + hk [tip away]  
Animality – down, down, down,  
down, up + hc [close]  
Friendship – down, down, down,  
down, down + run  
Babality – forward, forward, back,  
down + hc  
Pit – block, run, block, block

### Human Smoke

(before it says fight, hold back+hp  
+hk+block+run with reb+smoke)  
Harpoon – Half Moon Punch, and  
Crescent Throw (see Scorpion)  
Fatality # 1 –  
run, block, run, run, hk [close]  
Babality – down, back, back = hc  
Pit – forward, up, up + ip

### Jade

Jade-A-Rang (high) –  
back, forward, hc  
Jade-A-Rang (mid) –  
back, forward, ip  
Jade-A-Rang (low) –  
back, forward, hc  
Jade-A-Rang Return –  
back, back, forward, ip  
Bio-Hazard Kick –  
down, forward, hc  
Invincible Flash –  
back, forward, hc  
Fatality # 1 – up + ip, down,  
forward + hp [close]  
Fatality # 2 –  
run, run, run, block, run [close]  
Animality – run, run, block, run,  
block [2 steps away]  
Friendship –  
back, down, back, back + hc  
Babality –  
down, down, forward, down + hc  
Pit – forward, down, down + hc

## Scorpion

Harpoon – block, block, lp  
 Half Moon Punch –  
 down, down-back, back, hp  
 Crescent Throw – block in air  
 Fatality # 1 – forward, forward,  
 down, up + run [close]  
 Fatality # 2 – down, down, down,  
 down, up + hk [sweep]

Animality –  
 forward, up, up + hk [close]

Friendship –  
 run, run, run, run, run, down

Babality –  
 down, back, back, forward + lp  
 Pitt – forward, forward, up, up + lp

## Noob-Sabot

(only on Random Kombat 444444)  
 "Only use Combos!"

2-punch, 3-kick combo –  
 hp, hp, hk, hk, back+hk

3-Sabot Kick Combo – hk, hk, hk  
 Double Noob Power Combo –  
 hk, back + hk

Quad-Punches Combo –

hp, hp, down + lp, down + hp

Amazing St. Combo –

hk, hk, hk, hk

## Classic Sub-Zero

(Kombat Kode: 8183881835 Arcane)

Standard Blizzard –  
 down, down-forward, forward, lp

MK3 Puddles –  
 down, down-back, back, lk

Mjolnir Slide –  
 down-back+lp/block+lk

Fatality # 1 – down, down, down,  
 down, forward + hp [close]

Fatality # 2 – back, down, forward,  
 down, down + hp [post sweep]

Babality – down, back, back + hk  
 Pitt – forward, down, forward,  
 forward + hp

## Rain

(Use on Random Kombat 444444,  
 or see extra tips and hints below)

Rusty Hook – back, back, hp  
 Acid Xerox –  
 down, down-back, back, lp

Duo-Silhouette Kick –  
 block, back, forward  
 Ninja Slide – (see Sub-Zero)

Grouded OH –  
 down, down-back, back, lk  
 Acid Rain –  
 forward, forward, down, lp

Fatality # 1 –  
 run, block, run, run, hk [close]

Fatality # 2 – hold block, back,  
 forward, up, down, release block  
 Pitt – forward, down, forward,  
 forward + hp

## Mileena

(Kombat Kode: 222422264 Arcane)

Crystal Shards – charge hp

Rolling Sphere –

block, block, down, hk  
 Whirl Kick – forward, forward, lk  
 Fatality # 1 – down, forward, down,  
 forward + lg [close]

Fatality # 2 – back, back, back,  
 back, forward + lk [far]

Animality – forward, down, down,  
 forward + hk [close]

Friendship – down, down, down,  
 back, forward + hp

Babality – down, down, forward,  
 forward + lp  
 Pitt – down, down, down, down + lp

## Ermac

(Kombat Kode: 1234444321 Arcane)

Green Sphere –

down, down-back, back, lp  
 Red Burst Punch –  
 down, down-back, back, hp

TK Slam – back, down, back, hk  
 Fatality # 1 –

run, block, run, run, hk [close]

Fatality # 2 – down, up, down,  
 down + down + block [sweep]

Animality –  
 hold block, up, forward, up, up +  
 hk, release block [close]

## Extra Tips & Hints

The free credit Kombat Kode is  
 1094278835

Mercy –

(try to do anomalies) hold  
 run, down, down, down, down,  
 release run. (on round 3)

To Find Rain –

On the subway stage, look for  
 falling ram by the Bon-Tobias  
 sign, stand under it, and hit  
 Player 1's & Player 2's START  
 buttons at the same time.

## ACCESS ALLIES

### Operation: Code Hunt

Hey GI readers, how would you like  
 to become an ally? Send in your  
 codes for the games listed below and  
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 Super Mario 64

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 Bust-A-Move 2  
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Jumping Flash 2  
 Olympic Summer Games

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 Silverhand

Sega Saturn – Alien Trilogy  
 Golden Axe: The Dual  
 Gun Griffon

The Need for Speed  
 Triple Play 97  
 Ultimate Mortal Kombat 3

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Game Informer Magazine  
 10120 W. 76th Street  
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E-Mail: [ginonline@winetel.com](mailto:ginonline@winetel.com)



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## Nintendo

Nintendo Game Counseling

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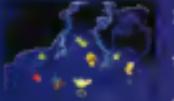
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